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# RESIDENT EVIL OUTBREAK

FILE #2

OFFICIAL STRATEGY GUIDE

This game  
has received  
the following  
rating from  
the ESRB:



BY DAN BIRLEW

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

CAPCOM®





# RESIDENT EVIL®

## OUTBREAK

### FILE #2

OFFICIAL STRATEGY GUIDE  
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# INTRODUCTION

*Resident Evil Outbreak File #2* is in every way an expansion and improvement over last year's game. The aiming system enhancements are worth the price of admission alone. *Outbreak* is a fun game, whether you are playing online with other people hoping to survive the horror, or playing alone hoping to hone your skills. While playing the game is intuitive and simple, documenting these two titles has been something of a monumental undertaking. With the release of this strategy guide, we've taken the process even further by covering all of the game's various new scenarios at every difficulty level.

Let me repeat that: *Every difficulty level is covered!* No matter what difficulty setting is chosen, there is a corresponding comprehensive list of items and their locations. The hope is that this added level of coverage should prove beneficial to players of all levels, from novices starting in Easy mode to hardcore vets looking to find an extra Green Herb in the sparsely laden areas of Very Hard mode.

While the maps and item lists are completely comprehensive, the walkthrough descriptions are a little more tied to completion of the scenarios in Normal Mode. However, at the end of each scenario section there are brief descriptions of objective differences in Easy, Hard and Very Hard modes. If you choose to play anything other than Normal mode, scour these sections first to make note of any changes from what is written in the walkthrough guidelines.

Furthermore, this strategy guide enables you to "count shells" as it were by exposing a hidden points system the game uses to determine attack power, damage, and character status. With these statistics, it should be possible to determine game aspects such as the number of bullets that must be fired from a specific weapon to kill a Zombie, a Licker, or a Tyrant. Even without the math, these figures enable you to compare the strength of monsters and the power of weapons at a glance.

Although the amount of information presented in this guide may seem a little overwhelming, try to take it in small chunks. Look for what you need for your level of playing. Even if you think you have mastered the game, this guide can probably shed some light on a few more details you may have overlooked. Have fun and stay alive out there, and pass me some of that Green Herb!

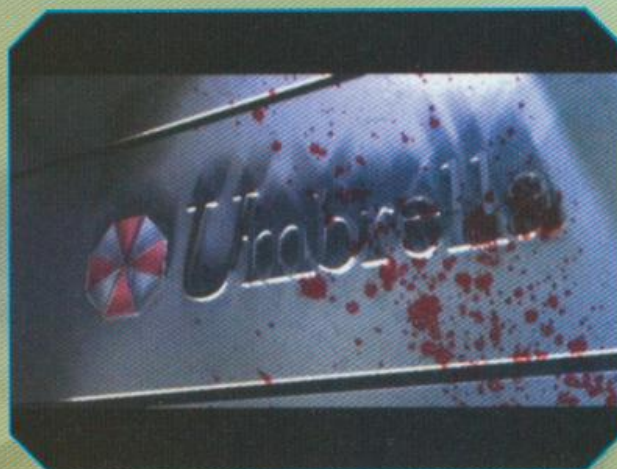
- Dan Birlew, Author



# GAME BASICS

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This chapter describes the basics of getting around the menus and understanding the basic controls and functions of *Resident Evil Outbreak File #2*. This chapter also contains advanced tips and strategies to help you become a smarter player.




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## Control Scheme Discussion

Throughout this strategy guide, the default control scheme is used to help familiarize the player with controls and navigation.




For veterans of the original *Resident Evil Outbreak* and owners of BradyGames' previous strategy guide, most of the material in this chapter may seem unnecessary. There are, however, notable changes in the control scheme and game systems that a continuing player must understand from the outset. For convenience to continuing players, the following list details new or different features in *File #2*:


Moving the Left Analog Stick or directional buttons causes the player character to walk at a slow speed. Hold the  button while moving the Left Analog Stick or directional buttons to run.


The  and  button functions have exchanged duties. The  button is now the Quick Map button, while the  button is now the Ad Lib button.

Saving the game at a typewriter no longer causes the game to exit to the title menu; game play can continue.

Characters no longer issue an audible sound during an Ad Lib, only text appears at the bottom of the screen.

While the map screen is open, press the  button to make the character Ad Lib the name of the room. Use this function to share the player character's location with nearby players.

While viewing a file from the File screen, press the  button to make the character ad lib regarding the contents of the page. The character may reveal additional clues.

While holding the Appeal Shift (L2) button, press the  button to issue an apology to other player characters. Use this to maintain diplomacy in situations where one or more players tried to grab an item, or if you accidentally left the room when someone appealed for help, and so on.

While holding the R1 button to aim, hold the L1 button to make the character move while continuing to maintain aim. While both buttons are held, the character automatically "tracks" the enemy with the equipped weapon.

Injured player characters and AIPCs crawling on the ground can procure items placed at ground level. Herbs on the ground can be mixed with an herb already in possession and then used.

AIPC characters now respond to player character comments and requests based on a relationship system. Certain AIPCs favor some characters and dislike others, which affects whether or not AIPCs hand over items or respond to movement commands or requests for aid. A table illustrating the relationships of the AIPCs to certain player characters is contained in the "Characters" chapter.

AIPC characters perform more independent actions based on their personality. This system affects whether AIPCs attack enemies and whether they help player characters in danger without being asked.

AIPC characters may hide in lockers when an enemy is present in an applicable room.

AIPC Alyssa may approach a locked door and use her picking tools to open it of her own volition.

Items in the possession of other characters now have an additional "Ask to use" option. When chosen, this option makes the AIPC use an item to recover health.

Players can chat using a headset while connected to the chat room before starting a scenario. Headset functions cease when all players enter the scenario lobby.

The ranking point reward system has been modified so that large numbers of ranking points can be acquired offline by playing harder difficulty levels with Nightmare Mode on and without using a weapon or taking damage.



## Starting a Game



After starting the game, press START to enter the main menu. From this menu, you can select either Single Play or Network Play mode. From this menu, you can also view game statistics in the Character Log screen,

open bonuses and extras in the Collection menu, or configure game and controller choices in the Options menu.

If a PlayStation®2 Hard Disk Drive (HDD) is installed in the system, the option to install the game to the HDD appears at the bottom of the main menu. Installing game data to the HDD reduces loading times during the game and ensures a faster and smoother online experience. But as a result of running the game from the HDD, clear times required in achieving better rankings become shorter.

## Single Play Mode

Single Play mode allows for the game to be played offline with two artificial intelligence-controlled partner characters, also known as "AIPCs". Use the Single Play mode to memorize maps and refine your survival skills before logging online to play with others. After choosing Single Play mode, consider the following decisions to begin a game:



1. Select a scenario to play. Initially, four of the main story scenarios are available. The fifth scenario, "End of the Road", becomes available when the four available scenarios are completed. Elimination and Showdown scenarios become available when they are unlocked in the Collection menu.

2. Select a player character to control.

3. Select two AIPCs to accompany the player character. To play the scenario without AIPCs, choose the open door icon and press the X button.

4. Select the level of difficulty. Item appearance and locations change and the scenario objectives may differ. Enemies have more vitality points and greater attacking power on higher difficulty levels.

5. Once the requirements are met, Infinity mode becomes an option for Single Play mode. In Infinity mode, all weapons found during the game have infinite ammunition. Ranking and ranking points accumulated are severely reduced when Infinity mode is active. Set Infinity Mode On or Off.

6. Nightmare mode becomes an option when certain criteria are met. In Nightmare mode, enemy attacks inflict double the damage and recovery items are only 75% as effective. Ranking and ranking points accumulated are greatly increased if Nightmare mode is active. Set Nightmare Mode On or Off.

## Network Mode

Network mode is the place to play the game online through a PlayStation®2 Network Adaptor connected to the Internet via broadband cable. In addition to the required equipment and game disc, you must have a broadband service provider and a memory card inserted into slot 1 with save data containing your Internet settings. If you have not created your Internet settings previously, you are prompted to create your settings during the online connection routine. Follow the instructions detailed in the instruction manual included with the game to set up a Capcom ID and join in the online fun.

After logging in, the Main Lobby screen appears. Decide whether to play a scenario in Quick Start mode with the first three other available players, or enter Free Mode and set up a custom game with specific players.

### Free Mode

The first option at the bottom of the screen is Free Mode, wherein you can enter regional areas and find players of similar ranking or abilities, or hook up with your online friends via keyboard or headset chat. While in Free Mode, you can create a game or join a game created by another. Password options enable you to secure the room for certain individual players and issue invitations.

### Quick Start

Choose one of the five scenarios listed at the bottom of the Main Lobby screen to start a scenario anonymously in "Quick Start" mode. Quick Start enables players to join in one of the five main scenarios. You join a server with the next three available players regardless of identity and engage in Network play at the Normal difficulty level.

## Choosing a Character



After selecting a mode of play, the Select Character screen appears. Initially, there are eight choices of player characters. All characters come from various backgrounds and boast a variety of unique skills and abilities that they can

use during the game. For specifics on the strengths and weaknesses of each player character, see the "Characters" chapter. If additional costumes are available for the character, move the directional buttons or Left Analog Stick up or down to change the costume name listed under the character.

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## Choosing Partner Characters



In Single Play mode, select a player character to control and then select two AIPCs to accompany the player character. View the relationship charts in the "Characters" chapter, and choose AIPCs characters who are most

compatible with the chosen player character. If the "Costumes and NPC Characters" extra costume is purchased in the Collection menu, go ahead and customize the look of AIPCs if additional costumes are available.

## Difficulty

After choosing a mode of play and a player character, select the desired level of difficulty. This option is not available with Network Mode's Quick Start option. As the difficulty level increases, enemies become tougher to kill and their attacks become stronger. Weapons, ammunition, and supplies are more difficult to find in greater difficulty settings.



Initially, the only choices are Easy or Normal difficulty. Clear all five scenarios in Easy or Normal difficulty to open Hard mode in the Collection menu. When enough ranking points are accumulated, Hard mode can be purchased from the Collection menu.

Clear all five scenarios in Hard difficulty to open Very Hard, Infinity, and Nightmare modes in the Collection menu, then raise the required amount of ranking points to purchase these modes. The unlocking of higher difficulty levels is detailed in the "Collection" chapter.

## Scenario Lobby

In Network mode, the scenario does not begin until all player characters enter the scenario lobby. The lobby is typically a limited area of the first room of the scenario, without enemies or items. If four player characters do not enter the lobby before time expires, the game begins with whomever is in the lobby at that time.

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## PLAYING THE GAME

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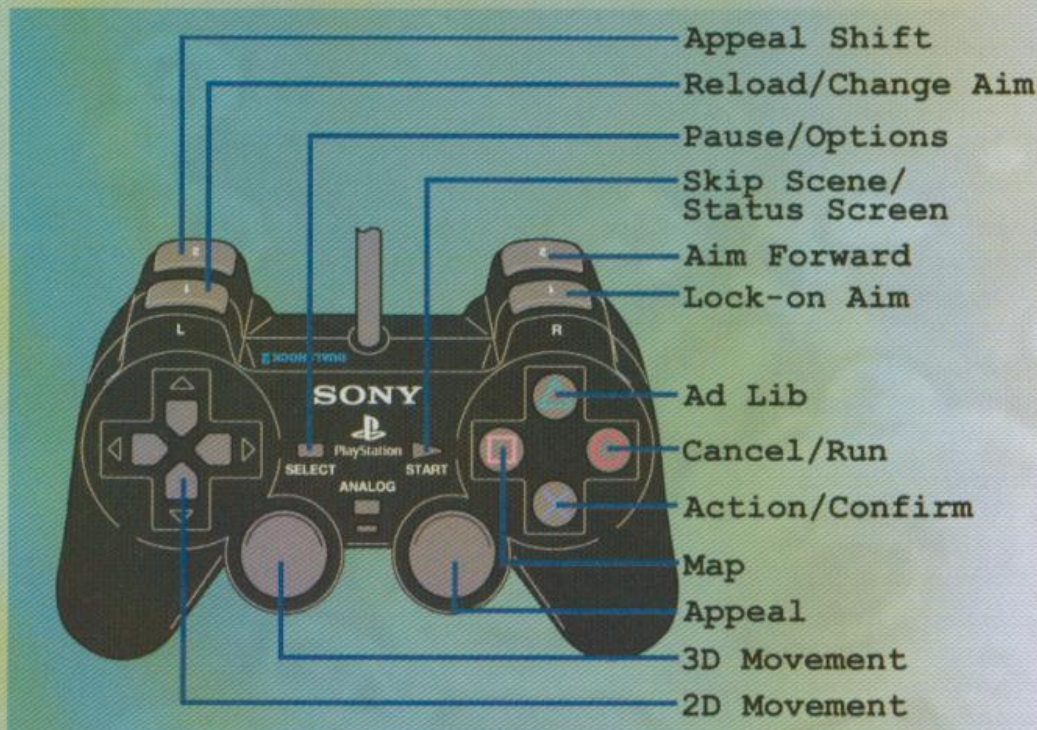
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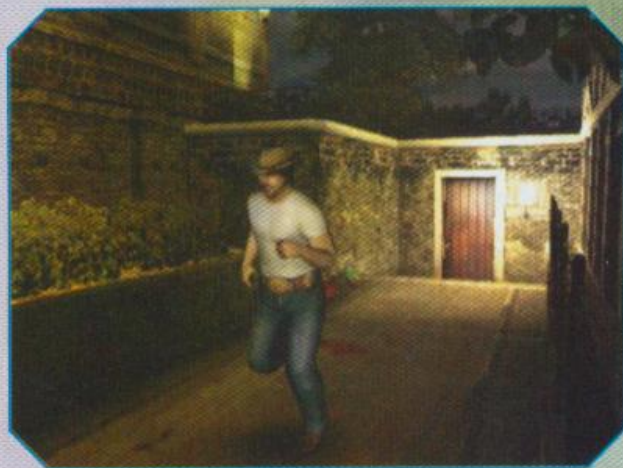
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There are two ways to move a player character in the game. Moving the Left Analog Stick in any direction moves the player character relative to the on-screen view. For instance, moving the Left Analog Stick left causes the character to head toward the left side of the screen. Move the Left Analog Stick right to move the character toward the right side of the screen, and move the Left Analog Stick up to make the character move into the background. Move the Left Analog Stick down to guide the character toward the screen until he or she moves into the next camera angle. Moving the character with the Left Analog Stick in this method is known as "3D movement". To run, hold the  button while moving.

As you move around stages and environments, the camera angle may suddenly shift. Continue to hold the Left Analog Stick in the direction held for the previous camera angle to make the character continue to move in the same direction. Upon releasing the Left Analog Stick, the controls reset. Move the Left Analog Stick in a new direction relative to the character's new position on-screen.



The second character movement method involves using the directional buttons. Pressing the top button causes the character to move forward. Pressing the left or right buttons causes the character to turn to his or her right or left. Pressing the bottom button causes the character to back away slowly. This style of moving in fixed directions is called "2D movement" and is styled upon the classic *Resident Evil* controls.

## Quick Turn

Press the bottom directional button and the  button at the same time to execute a Quick Turn. This move enables the character to effectively spin around and run from enemies. A Quick Turn is easier to execute and probably more useful if the directional buttons are the preferred control for moving the character.


## Skipping Events



Cinematics, events, and cut-scenes enhance the story and sometimes reveal clues regarding gameplay objectives. However, events also count as part of total game time. Therefore, it is essential to skip over them when

trying to achieve the fastest clear time. Press START to skip a scene or event after it begins. In Network mode, the game skips a cinematic event when *all* players press START at least once. If a scene continues to play, it means at least one player of the team has not pressed START.

## Action Button Functions

The Action button () shares a variety of case-specific functions throughout the game. During gameplay, use the Action button to search areas for clues and hidden objects, take items and supplies, open a door or other such object, or climb onto or off of a ledge. While viewing menus and sub-screens, press the Action button to confirm a menu choice.



While holding the R1 or R2 buttons, press the Action button to unleash an attack. The attack performed depends on whether a weapon is equipped. More combat details are covered in the "Combat" section that follows.



## Pushing Objects

Certain objects can be moved across the ground or floor to create barricades, reveal hidden doorways or crawlspaces, or solve environmental puzzles. To push an object, stand near the backside of the object and move against it. If the object can be moved in the desired direction, the character hunkers down and begins to slide it across the floor. While pushing an object, contact with an obstacle, another player character or an enemy causes the character to stop pushing.



Press the Ad Lib button (L3) to post additional comments of a random nature. An ad-lib may contain offensive language, so use this function at your discretion. The line of text that appears on-screen may just be a character's

random or panicked thought. Some ad libs may provide clues as to what must be done next or how to solve a situation. If things are unclear as to what to do next, try pressing the Ad Lib button to reveal information that may prove helpful.

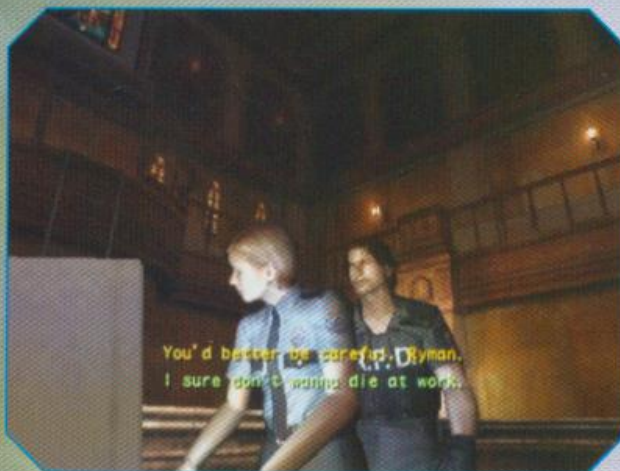
## Chatting with NPCs

If a non-player character (or "NPC") is present in an area, it is possible to communicate with him or her in two ways. Either press the X button to interact directly with the NPC, or position the player character within



sight range of the NPC and press the L3 button to engage in a "side-conversation" with the NPC. In some instances, if the NPC is previously acquainted with the player character via the story line, the conversation may be completely different than if the NPC and player character have no relationship at all.

A major example of this occurs during the "Desperate Times" scenario. The police officers of the R.P.D. are friendly and helpful to all player characters. However, if Kevin is chosen as the player character for "Desperate Times", Ad Lib communication with the NPC officers is entirely different and much more personal.



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## Chat Functions

While playing the game, you and other players can communicate using a limited form of automatic verbal chat. The Right Analog Stick is used to issue basic commands and requests, as illustrated in the diagram below. Press down on the Right Analog Stick (R3) until it clicks to say "Wait". Hold the Appeal Shift button (L2) and move the Right Analog Stick to call the names of other player characters or AIPCs. While holding the L2 button, press down on the Right Analog Stick until it clicks to say "No".

Right Stick (Press for R3)

L2 + Right Stick



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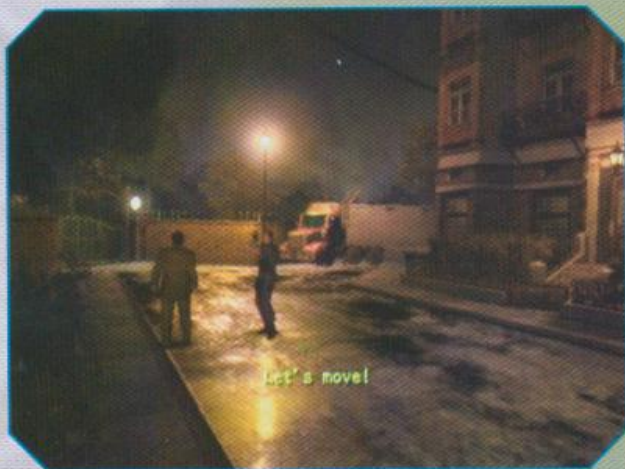
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## Commanding AIPCs

In Single Play mode, use the chat functions to command AIPCs to perform certain tasks or encourage them to behave differently. For example, if you are trying to examine an area and an AIPC is standing in the way, issue the "Go!" command. The AIPC should move to another location. Or, if you want an AIPC to follow you out of the room, call his or her name or use the "Come!" command. If your player character is being attacked, issue the "Help!" command and all AIPCs in the immediate room should rush to your side and attack. However, whether or not an AIPC will respond in the most helpful manner or not is determined by the relationship system, as depicted in the "Characters" chapter.




AIPCs also issue chat commands, requests, and ad libs just like a real player character. By responding to these comments in a timely manner, it's possible to instigate a "conversation" that actually follows a strange degree of logic.

If an AIPC is wounded or afflicted by Poisoning or Bleeding, press START to open the status screen and view their status. Some AIPCs are programmed not to heal until a certain status level is in effect. If the AIPC has a recovery item but doesn't use it, select the item in his or her inventory and choose the "Ask to use" option.



## Opening Doors

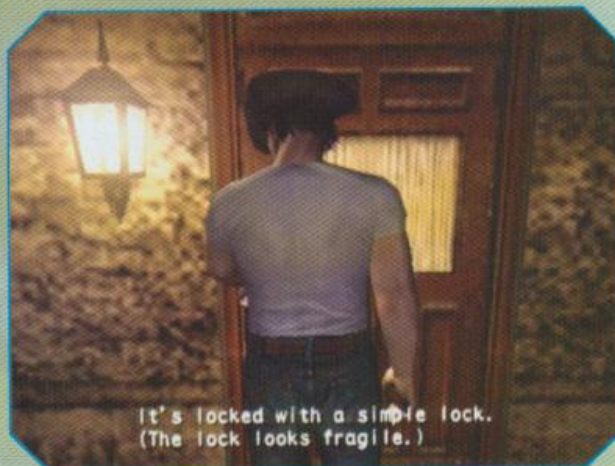


Position your player character in front of a door and press the Action button  to open the door. Provided the door is unlocked, your character will open the door and step into the next area. The game must load additional data

between rooms. Loading time can be reduced in both online and offline play by installing the game to a PlayStation® 2 HDD.

## Locked Doors

If a door is locked, a character will rattle the doorknob in vain. The easiest way to open a locked door is to find the key that unlocks it. Alyssa can use her Picking Tools to open many locked doors in the game. If all else fails, attack the door until it breaks open. Locked doors can be blasted open with guns, bashed open with melee weapons, or rammed aside using a series of unarmed tackle attacks. If a door shakes when attacked, it means there is a possibility that it can be broken down. If the door does not move when attacked, it absolutely will not open unless the proper key item is used to unlock it.



Doors contain a certain number of vital points. Therefore, some doors can withstand a larger number of attacks than others. Guns will break down doors much more quickly, but at the expense of ammunition that would be better



used against monsters. Melee weapons break down doors faster than tackling or kicking, but melee weapons degrade in quality each time they are used, eventually breaking and becoming useless. Decide whether or not to use a weapon to break down a door based on the situation.

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## Status Screen

Press START during gameplay to open the Status screen. This menu allows for the viewing of your player character's health status as well as other player characters or AIPCs in the same room. This menu also contains descriptions of items acquired or items that may be traded with others. The Status screen allows for the use of items to recover or heal others. The Status screen is also the place to go to equip weapons and reload them. One or more herbs can be combined in the Status screen to form Mixed Herbs of greater healing power. Also, parts can be combined to form tools or custom weapons here.



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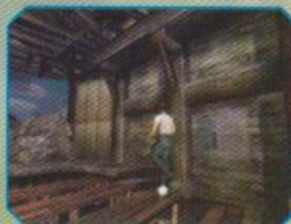
## Character Status

Each time a new scenario starts, characters begin in excellent condition, known as "FINE" status. On the Status screen, the character's health is reflected in the color behind his or her name. The life bar near the bottom of the screen also indicates the character's status. When a character is in excellent health, the life bar shows a regular heart rhythm and glows green. As the character sustains damage from enemy attacks or explosions, his or her status deteriorates to the "CAUTION" level. The life bar changes colors to reflect the remaining amount of life the character has left. Some enemies can inflict "POISON" or "BLEED" status on a character, which causes the character to gradually lose strength points as time passes.

As characters drop in status, their posture and movement speed are also affected. If status becomes poor enough, a player character becomes unable to escape or run from enemies, becoming a virtual sitting duck. "BLEED" status causes the character to immediately start walking as if severely injured. When damaged to the point of death, the character falls to the ground and begins crawling.



## Obtaining Items



While exploring environments, a character will encounter useful supplies or necessary key items on floors, shelves, tables and other locations. Useful items are easy to spot, since they occasionally "glitter" as if a character is noticing them. But take note that not all items glitter.

At least one free inventory slot is required to pick up an item. Move to the item and press the X button to obtain it. The Status screen opens and the first inventory spot is highlighted. Move the cursor to an open slot and press the X button to store the item there.



If a player character's inventory is full, an item in possession may be exchanged for an item in the environment. Simply highlight the object to be discarded and press the X button to move the new item to the inventory while the previously held item appears in the environment where the object used to be.

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Some items can be combined and carried in a single item slot, such as ammunition or medicinal pills. While attempting to grab an herb, if a compatible herb or herb mixture is already in the inventory, the two can be mixed on the spot to create a new Mixed Herb.



Except for ammunition and medicine pills, only one item can be procured at a time. Most characters can only carry up to four items at a time. Yoko can carry eight, due to the knapsack she carries. When Yoko picks up an item, it can be stored in the knapsack immediately by selecting the knapsack instead of an inventory space. To make Cindy pick up additional quantities of single herbs, simply highlight her Herb Case instead of an open item slot.

## Using Items

To use an item, open the Status screen and highlight the item. Then press the button to open the popup menu, and choose the "Use" command. If the item is a key or object to be used on a door or device, the character must be standing directly in front of the door or location to use the key.

## Equipping Items

Any character can equip a melee weapon, a throwing weapon or a firearm by selecting the weapon in the Status screen and pressing the button. Choose "Equip" from the popup menu. The character draws the weapon and holds it in his or her right hand. Firearms can also be equipped by choosing the "Reload" option. For this to succeed, however, the firearm's magazine must be partially empty and the proper ammo must be available. Characters can also equip a First Aid Spray and spray it on an ally as he or she walks past to heal them.

## Combining Items

Select an item in the Status screen and press the button. One of the commands on the popup menu is "Combine". This command allows for two items to be mixed, if it is logical to do so. Ammo may be combined with firearms to reload them, or herbs can be combined to make better mixtures. Yoko can combine items with her knapsack to store them away for later use. Cindy can combine herbs with her Herb Case to store them. David can combine items to create homemade weapons, as long as he has some Vinyl Tape. George can combine herbs and Mixed Herbs with his Medical Set to make medicinal pills.



## Requesting Items

While in the same room with other player characters, open the Status screen to view their status and the items they possess. If another player character has an item that is needed, move the cursor to that item space and press the button to request a trade with the player. If you are requesting an item from an AIPC in Single Play mode, the AIPC may or may not move toward your player character and present the item. When an item is presented to your player character, move directly up to the offering character's hand and press the button to take the item.



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
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## Presenting Items

If an item is being requested from your player character, the Status screen opens and the requested item flashes. If you agree to turn the item over, press the  button and choose the "Present" command. Your player character then holds out the item for partners to take. When presenting an item in Single Play mode, the nearest AIPC approaches and takes the item.



## Trading Items

While requesting or presenting items, always consider giving the person an item in trade. Normally, when you move to take an item from another player character's hand, the Status screen opens with the cursor highlighted on the first item slot. However, by moving the cursor to an item slot that is occupied by a weapon or supply, that item is moved into the other character's inventory when the trade is confirmed. If you are requesting something from a player character in Network mode, you must *always* be willing to give up something in return. Conversely, if you give an item to another player and they give you nothing in return, do not hesitate to request an item back immediately.


Additionally, if your inventory is full then you cannot request an item without giving up one in return. Carefully consider which item to hand over, taking into account your needs as well as the current needs of the trading partner. View their current health status as well as the amount of ammo they have left.

## Obtaining Items from Dead Characters


When in the room with a player character or AIPC who is dead, open the Status screen to view that person's items. It's possible to use a dead character to store up to eight items for the group. Essentially, it's like using his or her body as a storage point!



## Files


Like items, files glitter in the environment. Player characters read and memorize files the same way items are obtained, by moving to the file's location and pressing the  button to read it. To reread files, press START to open the Status menu and press the R1 button to scroll to the "File"




screen and view a list of text files found during the game. While reading a file, press the  button to Ad Lib and learn what the character thinks about the file's contents.

When a file is found in the environment, the file can be read at that point or later. If "No" is chosen, simply view the file later from the File screen. Reading files is a real-time event, which means that player characters are vulnerable to attack while a file is open. Make sure that no danger is imminent to the character before stopping to read materials.

## Map

Press the Map button () to access a map of the surrounding area. When a map document located in the environment is viewed, then any room can be viewed including those not yet visited as well as rooms on other floors of the stage. If the map isn't viewed, only rooms previously visited can be viewed. Without a map, other floors besides the one currently occupied cannot be viewed.



While viewing a map, move the Left Analog Stick to adjust the viewing area. Position the crosshairs over a room to view the name of the room or area. Press the L1 or L2 buttons to view the next level down, or press the R1 or R2 buttons to view the next level up. Press the  button to cycle through stages. Green rooms indicate areas previously visited, while red areas indicate the current location of your character.



The map also displays the locations of other player characters who are calling for help, player characters who are crawling on the ground, and dead player characters. Items left in a room are indicated on the map by icons that indicate the type of item.

## MAP ICONS

Icon	Description
Red Triangle	Your player character's location on the map and direction he/she is facing.
Green Diamond	Location of another player character who is speaking.
Yellow Diamond	Location of a player character who is crawling.
Red X	Location of a dead player character.
R	Location of a recovery item.
W	Location of a weapon.
A	Location of ammunition.
O	Location of items in the "other" category, such as keys, etc.
?	Location of an unknown item according to Jim's "Item Sense" ability.

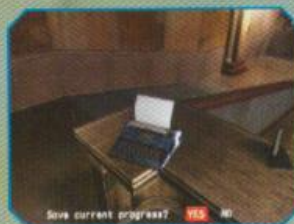
## Options Menu



Press SELECT during gameplay to access the Options Menu. In Single Play mode, viewing the Options Menu pauses the game and freezes all action on-screen. In Network mode, real time continues while the Options Menu is open. Characters can be attacked while viewing options.

In the Options Menu, changes can be made to the controller configuration, screen brightness and position can be adjusted, and so on. Use the Quit option to exit the scenario. All changes made to the configuration are saved when the scenario is successfully completed. To make changes to the configuration before starting a scenario, use the Options command of the main menu.

## Saving the Game



While playing a scenario in Single Play mode or Network mode, a save can be created on a memory card inserted into slot 1 of the PlayStation®2. To save, find a blue typewriter. Move to the typewriter and press the button to examine it. When the

game asks if you would like to save and stop, choose "Yes". The game records all progress and data to the memory card.

Choose "Continue" from the Single Play menu to continue a game saved at a typewriter. If the scenario is then completed and you want to save results to the memory card, the typewriter save must be overwritten. In Free Mode of online play, you can save your progress in a game and go back to finish at a later time, either with or without the other players you started the scenario with. The same rules and settings created at the start of the scenario still apply when the save game is loaded.

## Viral Infection

All player characters start every scenario infected with the T-virus, which gradually spreads throughout the person's body over the course of time. The virus acts as a kind of timer, requiring the completion of the scenario before too much time elapses. Damage or contact with enemies increases the virus meter significantly.



The gradual spread of the virus can be halted for 1 minute 30 seconds by taking Anti Virus pills. This allows more time to search the environments and gather supplies and ammunition to complete the scenario. Anti Virus pills are sometimes found during certain scenarios. George can make Anti Virus medicines of various powers by mixing Mixed Herb compounds with his Medical Set.

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If a character takes so much damage that he or she can no longer walk, he or she will fall to the ground and start to crawl. While a character is crawling, the virus spreads rapidly through the body at 60x the character's normal infection rate. When the virus spreads to 100%, the character dies and returns to life as a zombie. If the character who reaches 100% is the last player character alive, the game ends immediately. In Single Play mode, the game also ends immediately if the lone player character dies of the virus. If you are wounded to the point where your character is crawling, use a recovery item immediately or appeal to other player characters to pick your character off the ground. Either method returns the viral infection rate to normal.

## Carrying Player Characters and NPCs

Severely wounded characters do not move as quickly as normal. A player character at full health can be of benefit to an injured character by carrying the wounded person on his or her shoulder. When a healthier person carries a wounded character, slower injured characters are not left behind. To carry a wounded player character, AIPC or NPC, move to the wounded person and press the  button to carry him or her. In the "End of the Road" scenario, an important objective is carrying the NPC Linda to safety.

Press the  button to stop carrying another character. If you are a player character being carried and you want to walk on your own, press the  button to make the other person stop carrying. When a player character has taken so much damage that he or she must crawl, the virus begins to spread rapidly throughout that person's body. Picking up the crawling person returns the rate of infection back to normal, and also restores just enough physical strength points to allow the wounded character to move on his or her own.

## Zombie Mode


In Network mode, if a character dies as a result of damage from enemies or the spread of the virus, the character returns to life as one of the undead. As a zombie, player characters can stagger around (press the Left Analog Stick or directional buttons). Press the Ad Lib button () to make your character grunt and groan. Press the Action button () to attack your former allies. To chase player characters from room to room, attack doors to knock them open. Zombie mode lasts only for a short period of time, though. Damage inflicted by player characters shortens the duration of time spent in zombie mode.

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## COMBAT

### Unarmed Attacks

All characters have an unarmed attack. While the character's hands are free of weapons, hold the R1 or R2 buttons and press the  button to perform a tackle attack. This attack can be used to inflict smaller amounts of damage to enemies and knock opponents backward. While an enemy is staggering backward from such an attack, take this opportunity to run away and escape. The tackle is also useful at breaking open locked doors or knocking down other types of barriers.



All characters have a low, stomping kick. When a character has no weapons equipped, press and hold the R1 or R2 buttons and hold the Left Analog Stick or down directional button to lower the aim of the character. Press the  button to make the character stomp whatever is on the ground directly below him or her. This attack is an effective means of killing zombies that have fainted and fallen to the ground. Use the low kick to conserve ammunition.

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## Special Actions

Hold the R1 or R2 buttons and press the Cancel button (Ⓢ) to perform a special action. Each character has a unique special action that he or she may perform even while equipped with a weapon. Many characters' special actions enable them to avoid or guard against damage from enemies. Kevin performs a powerful kick that knocks down locked doors or causes enemies to stagger. George has a powerful tackle attack that can knock an enemy flat on the floor. Yoko, Alyssa and Cindy all have valuable escape moves that prevent harm if used at the correct moment. Refer to the "Characters" chapter to learn more about these special actions.



## Melee and Throw Weapons

Melee weapons are short-range, temporary weapons that a player character equips in the hand (e.g., Iron Pipes, Scrub Brushes, knives, or Crutches). To use a melee weapon, press and hold the R1 or R2 buttons to raise the weapon and press the Ⓢ button to bash opponents. Mark uses melee weapons to greater effectiveness than any other character.



Except for knives, all melee weapons degrade in quality after several uses. Pipes become bent and unusable and broomsticks break. Eventually, successive attacks wear down the melee weapon to a nub that is only useful for throwing. Melee weapons do not break in Infinity mode.

Throw weapons are projectiles that can be used once only. Since throw weapons fly in an arc from the character's hand, stand at medium range to hit a target. If the character is too close to the target, the weapon flies right over the enemy! After throwing an item, the player character's hands become empty. Equip another weapon immediately in preparation for the next battle. Throw weapons include Chemical Bottles, Molotov Cocktails, Concrete Pieces, and melee weapons that have been worn down to the nub.

## Firearms

A firearm is any weapon that requires ammunition to attack. Firearms can be used to attack enemies from medium or long distances, limiting the chances that an enemy can counterattack or inflict damage to the player character. Firearms include projectile-firing weapons such as Handguns, Shotguns, Grenade Launchers and Rocket Launchers.



### Broken Firearms

During the "End of the Road" scenario, the powerful swipe attacks of a Hunter can break firearms. To fix a broken Handgun or Shotgun, David the plumber can use his Junk Parts to repair the firearm. If David's services are not available, the broken weapon is useless.

## Aiming

Press and hold the R1 button to make your player character auto-aim at the closest enemy. If the enemy moves or ducks, press the L1 button to adjust the character's aim. By holding the L1 button, the character will "track" an enemy continuously with his or her weapon.



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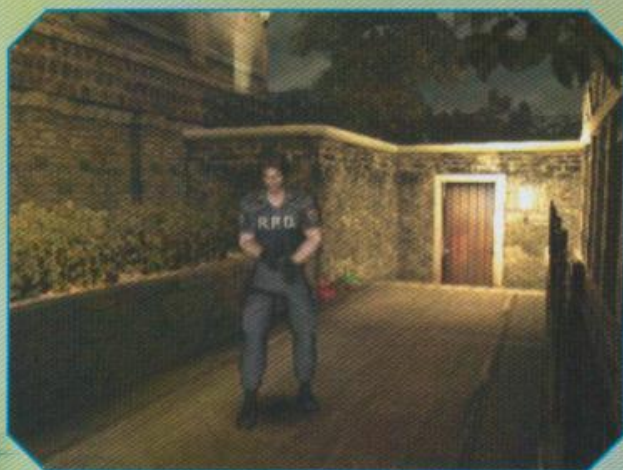


Sometimes, you may want to attack an object or barrier rather than an enemy target. In such cases, position your character facing the object and hold the R2 button to aim directly ahead. Aiming is a factor not only in using firearms, but also in using melee weapons and unarmed attacks.

While aiming at one enemy target, you may need to switch aim to another. For instance, if you are shooting one zombie and holding it at bay, another zombie may charge in to attack from the side. Hold the R1 button and press the L1 button to switch aim to the next-closest target.

## Reloading

Firearms can be used until the weapon's magazine runs out of ammunition. The weapon must then be reloaded with compatible ammunition to be used again. Reloading is a real-time event, leaving the player character vulnerable to attack. To reload safely, escape to another area or reload while another player character engages the enemies. Firearms do not need to be reloaded in Infinity Mode.



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Hold the L1 button to reload a firearm equipped by your character, then release it to stop reloading. Firearms can be reloaded faster when the player character possesses a full magazine for the type of firearm equipped.

## SCENARIO COMPLETION

### Ranking Points

wild things

1/2

SCENARIO CLEAR

CHARACTER	Kevin
DIFFICULTY	NORMAL
COMPLETION RATIO	52%
PLAY TIME	RANK S 00:02:42
SURVIVOR	3 / 3
SP ITEMS	0
NO DAMAGE CLEAR	NO WEAPON CLEAR

RESULT POINTS 1875 pts.

VIEW EVENT CHECKLIST OK

EXIT

Upon completion of any scenario, the player is awarded a grade based on the total time taken to complete the mission. This grade and several other factors are combined in a complex formula to determine the ranking points achieved in the scenario. Ranking points can be used to "purchase" bonuses and extras in the Collection screen, so earning a lot of ranking points is important.

Examining the formula shown on the next page, it is easy to ascertain how to achieve a higher number of ranking points per game. Online play multiplies the points far greater than the multipliers of offline Single Play mode. Therefore, the easiest method of acquiring ranking points is to complete scenarios online in the fastest time possible.

However, it is still possible to attain lots of ranking points in offline mode by playing Very Hard mode with no partner characters and Nightmare Mode turned On, completing scenarios without using weapons or taking damage. Thus, the stakes are higher but the rewards are still just as great without an online connection.



## CALCULATION METHOD OF RESULT POINTS—SINGLE PLAY MODE

A	Total ranking points achieved per scenario Event Checklist item.
B	Number of Special Items in possession at the time of scenario clearing, x10
C	Clear bonus (Clearing scenario = 500, "Flashback" Forest Ending = 100, Game Over = 0)
D	Enemies defeated x10 (Elimination Mode only)
E	Difficulty (Easy = 0.5, Normal = 1.0, Hard = 1.5, Very Hard = 3.0)
F	Surviving AIPC—refer to "Surviving AIPC" chart below)
G	Clear time ranking (S = 2.5, A = 2.2, B = 2.0, C = 1.8, D = 1.7, E = 1.5, Game Over = 1.0)
H	Special Bonus Multiple (Normal = 1.0, "No Damage" = 2.0, "No Weapon" = 2.5, "No Damage" & "No Weapon" = 3.0)
I	Infinity Mode (On = 0.3)
J	Nightmare Mode (On = 2.0)
K	Tutorial Mode = 0 (Tutorial Scenario only)
L	Quit (Yes = 0.1, No = 0)
Result Point	(A + B + C + D) x E x F x G x H x I x J x K x L (truncates below the decimal point)

## SURVIVING AIPCS AT END OF SCENARIO

Start With	All Survive	1 AIPC Dies	2 AIPCs Die	Game Over (All Die)
2 AIPCs	1.5	1.2	0.8	0.5
1 AIPC	1.3	0.85	NA	0.5
0 AIPC	1.0	NA	NA	0.5

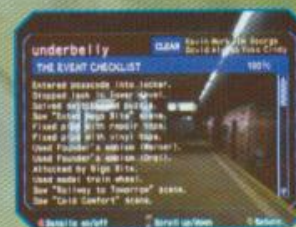
## CALCULATION METHOD OF RESULT POINTS—NETWORK PLAY MODE

A	Total ranking points achieved per scenario Event Checklist item.
B	Number of Special Items in possession at the time of scenario clearing, x10
C	Clear bonus (Clearing scenario = 500, "Flashback" Forest Ending = 100, Game Over = 0)
D	Enemies defeated x10 (Elimination Mode only)
E	Difficulty (Easy = 0.5, Normal = 1.0, Hard = 1.3, Very Hard = 2.5)
G	Clear time ranking (S = 6.0, A = 4.5, B = 3.5, C = 3.0, D = 2.8, E = 2.5, Game Over = 1.0)
H	Special Bonus Multiple (Normal = 1.0, "No Damage" = 1.5, "No Weapon" = 1.3, "No Damage" & "No Weapon" = 1.8)
I	Infinity Mode (On = 0.1)
J	Nightmare Mode (On = 2.0)
Result Point	(A + B + C + D) x E x G x H x I x J (truncates below the decimal point)

## Event Checklist and Completion Ratio

Achievement of objectives and triggering of key events adds to the Event Checklist and accumulates in the completion ratio percentage earned. Due to branching pathways, time limits and the availability of certain

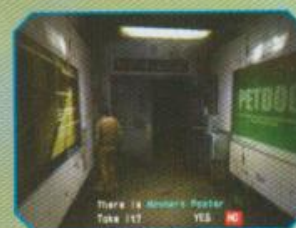
items only in harder modes, roughly 40% to 80% of the Event Checklist items can be achieved in one play-through of any given scenario. However, the events achieved are permanently recorded on the Event Checklist. Therefore, eventually 100% of the scenario's Event Checklist items can be accomplished.



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## Special Items

Hidden in corners and crannies of every stage are secret items that help to unlock bonus features of the game. There are 20 Special Items to find in each scenario, plus 32 "character-specific" Special Items that only certain player characters can find. Note that only eight Special Items can be found per playthrough.



The number of Special Items found during a play-through adds to the overall ranking points, albeit in a very small way. When certain numbers of Special Items are found and recorded on the Character Log menu, bonus features are added to the Collection menu and made available to "purchase" with ranking points. Refer to the "Special Items" chapter to view complete lists of Special Items as well as maps detailing the locations of all Special Items. The "Collection" chapter contains information on bonuses unlocked by finding certain Special Items.



# CHARACTERS

The ordinary citizens of Raccoon City must rise and become heroes when disaster strikes the town. Each character adapts to the desperate nature of the situation, and employs unique skills and abilities that give them some chance of survival in this hostile environment. Understanding each character's abilities, strengths and weaknesses is tantamount to success in the game. This chapter is all about acquainting the player with the characters' personalities and playability.

## Vitality Points

As explained in other chapters, *Resident Evil Outbreak File #2* determines attack power, damage received and healing administered by an unseen system of vitality points. These points indicate the number of attacks that the character can survive, revealing which characters are more durable. Vitality makes some characters more capable of surviving combat, while other characters should avoid encounters as much as possible. Vitality point information is provided herein to encourage changes in combat strategy when playing as certain characters.

## Viral Infection Rate

As explained in the previous chapter, all of the player characters are infected with the T-Virus. At the start of each scenario, viral infection rate starts at 0.00% and rises continuously. If a character's viral infection rate reaches 100.00%, the character dies. In Network mode, fully infected characters return to life as zombies and can attack the other player characters. In Single Play mode, the scenario ends immediately when the player character's virus meter reaches 100.00%. If an AIPC dies in Single Play mode, the character does not become a zombie.

Each player character has a certain level of resistance to the virus. Therefore, each player character's virus meter reaches 100.00% at a different rate than others. The rates given for each player character illustrate how much the virus meter naturally increases every real time minute, and how long the player character can play the scenario until the virus reaches 100.00% and the character dies. These statistics do not account for accelerated rise in the virus gauge due to damage inflicted by enemies, bleeding or poisoning status ailments, or suppression of viral spread using Anti Virus pills. For instance, if Kevin suffers no damage, no poisoning or bleeding, and does not consume an Anti-Virus pill, he can survive for 84 minutes before the virus meter reaches 100.00%, at which point he dies.

## Item Collecting Habits of Artificial Intelligence Partner Characters

During Single Play mode, the player can choose two partner characters controlled by artificial intelligence, also known as "AIPCs", to accompany the main character in the scenario. Working with partner characters is like dealing with two unique personalities. Each AIPC moves, communicates, and accumulates items in a unique fashion.

The item preference chart for each character illustrates which items they want to pick up and in what order of desire. For example, after referring to Kevin's "Item Preference" chart listed in his section, it should become clear that AIPC Kevin's first goal is to fill one item slot with a weapon. Typically, he will drop lesser weapons for more powerful ones and prefers firearms over melee weapons. Once AIPC Kevin obtains a weapon, he seeks a recovery item and then ammunition. Once AIPC Kevin possesses these three items, he seeks a backup weapon. He has little interest in picking up the Extra Items left behind by other characters, and he is unlikely to take an Extra Item if offered one in "Present".

This does not mean to say that AIPC Kevin will not take any other items until he finds the next one on his list. Rather, he prefers a certain type of item and if his inventory is full of other things, then he will drop an item he favors less in exchange for an item he favors more.

Item preference information also indicates whether an AIPC can be expected to hold onto a key item he or she is given. For instance, if Kevin possesses a weapon, a recovery item and some ammo, then it's possible to hand him a key item and know that he will not leave it on the ground in favor of the next item he sees. However, if Kevin has a recovery item and ammunition but not a weapon, he may drop the key item in favor of the next weapon he encounters. AIPCs only hold onto key items when their own desires are already fulfilled.

## AIPC Relationships

New in *Resident Evil Outbreak File #2*'s Single Play mode, AIPC characters now react to one another and player characters according to a new relationship system. The relationship system determines how the characters feel about one another. If the relationship between two characters is good, then an AIPC character should respond favorably to the commands of a player character. The friendly AIPC tends to follow the player character closely, attacks the same target as the player character, and responds quickly to a "Help!" appeal. If the relationship is bad, the AIPC may ignore commands or item requests or respond by saying an affirmative "no". This AIPC may tend to leave the room when an unfavorable player character enters. If the relationship between characters is neither good nor bad, but "normal", then there is a 50% chance the AIPC may ignore or obey the commands of the player character.

When choosing AIPC partner characters before starting any scenario, refer to the following chart to determine a partner who will prove most helpful:

PC	Good Relationship	Bad Relationship
Kevin	Yoko, George	Mark
Mark	Jim, David	Kevin
Jim	Mark, Cindy	Yoko
George	Kevin, Cindy	Alyssa
David	Mark, Yoko	Cindy
Alyssa	George, David	Jim
Yoko	Jim, Alyssa	George
Cindy	George, Kevin	David



# KEVIN RYMAN

## Occupation

Police Officer, Raccoon City Police Department (R.P.D.)

## Vitality

2300 points

## Viral Infection Rate

1.19% per minute  
84 minutes to 100.00%

## Bio

Officer Ryman works for the Raccoon City Police Department. He possesses superior athletic abilities and is an outstanding shot. A all around good guy, he's a dyed-in-the-wool optimist who doesn't dwell on petty matters. His happy-go-lucky personality sometimes works against him—he's failed the S.T.A.R.S. selection process twice.

## Characteristics

Kevin is the fastest of all the characters, which is useful for hurrying through scenarios in the fastest possible time. His powerful custom 45 Auto and unique unarmed attacks make him an excellent character choice for beginning players and action-oriented players alike.

## Personal Item



### 45 Auto for Kevin

A more powerful weapon than the usual handgun, but ammo for this weapon is scarce. Kevin's custom weapon gives him the advantage in boss fights, so reserve its usage until encountering a worthwhile foe.

## Extra Item



### 45 Auto Magazine

An extra clip of ammunition for Kevin's personal 45 Auto. Hold the L1 button to quickly reload the 45 Auto. The magazine can be refilled by combining it with 45 Auto Rounds.

## Special Actions



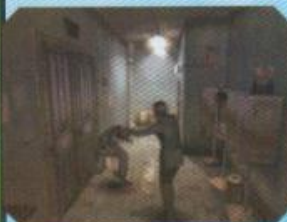
### Kick

Hold the R1 button and press Cancel to execute a swift kick. Use it to knock enemies backward just as they are about to attack. When used properly, it creates enough room to aim a firearm or prepare a knife attack. The kick can also be used to kick down locked doors and open locked wall panels.



### Critical Shot

Hold the R1 button for a long moment while equipped with a Handgun or the 45 Auto. Soon, Kevin will readjust his aim. If you wait to fire until after Kevin has readjusted, his aim is better and the resulting shot causes more damage to an enemy. This is not effective for rifles.



### Elbow Tackle

Hold the R1 button and press when no weapon is equipped. Kevin lunges further and knocks down enemies more easily with this move than other player characters can accomplish with standard Tackle attacks.

## AIPC Behavior

AIPC Kevin prefers to run about freely and investigate the environment on his own. If the status of the player character deteriorates to the point where the player character is crawling, Kevin immediately runs to the player character's aid and lifts him or her from the ground, provided he is not crawling himself. When the relationship with the player character is good, he stays nearby and attacks enemies more frequently. If the relationship with the player character is unfavorable, he acts selfishly and independently and lacks concern about the player character's well being. Kevin tends to hoard items like no other character, so keep an eye on his inventory and request items.

## AIPC KEVIN: Item Preference

1.	Weapon
2.	Recovery Item
3.	Ammunition
4.	Weapon
5.	Other characters' Extra Item

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KEVIN RYMAN

MARK WILKINS

JIM CHAPMAN

GEORGE HAMILTON

DAVID KING

ALYSSA ASHCROFT

YOKO SUZUKI

CINDY LENNOX

## Personal Item



### Handgun for Mark

Mark's personal automatic is similar to the other handguns found commonly throughout the game. Although Mark's Custom Handgun inflicts slightly less damage per attack, the barrel has been modified to inflict more damage at longer range.

## Extra Item



### Handgun Magazine

An extra clip for Mark's Handgun, this clip enables faster reloading. Hold the L1 button to quickly reload Mark's Handgun. The Handgun Magazine can be refilled by combining it with Handgun Rounds.

## Special Actions



### Guard

Hold the R1 button and press Cancel  $\otimes$  to guard against enemy attacks. Mark can fend off common attacks from most frequently encountered foes. However, his virus meter still increases due to the contact. Strong attacks from unique boss enemies may still cause damage to Mark even while he is guarding.



### Full Swing

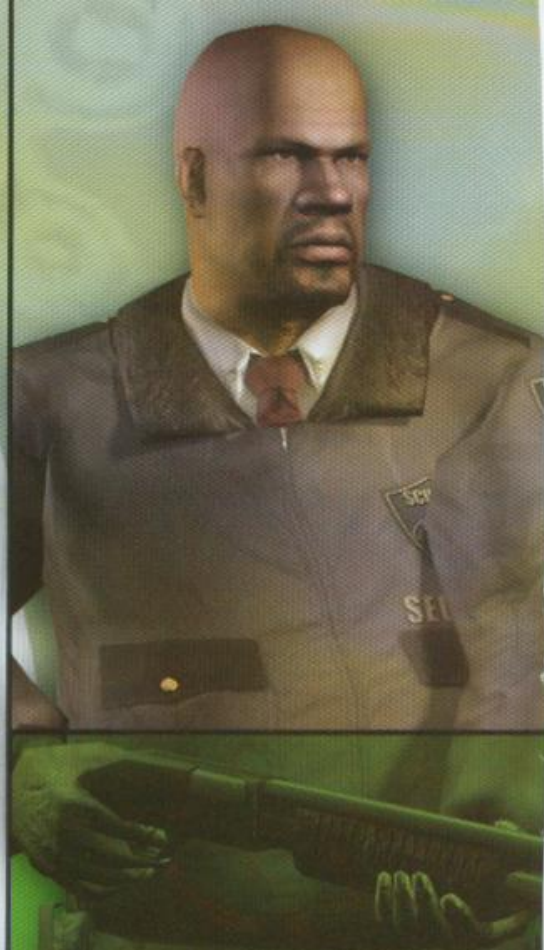
Hold the R1 button while equipped with a melee weapon that swings, such as an Iron Pipe, Long Pole, or a Crutch. Continue holding the R1 button until Mark raises the melee weapon higher than usual. This indicates that Mark is ready to perform a "full swing", causing more damage than the normal melee weapon attack.

## AIPC Behavior

When Mark shares a favorable relationship with a player character, he tends to stick close to his or her side. Even if he suffers damage and his status drops a level, he does not attempt to obtain recovery items. For this reason, you may have to find recovery items, present them to Mark, then command him to use them. Mark loves combat and attacks enemies often, even if his relationship with the player character is neither great nor skeptical. When the relationship between Mark and a player character is poor, the security guard tends to act independently, leaving the room often and telling the player character "No" to most every command or request.

## AIPC MARK: Item Preference

1.	Weapon
2.	Ammunition
3.	Recovery Item
4.	Other characters' Extra Items
5.	Weapon



# MARK WILKINS

## Occupation

Security Guard

## Vitality

3000 points

## Viral Infection Rate

1.31% per minute

76 minutes to 100.00%

## Bio

Currently working for a security company in Raccoon City, Mark is a Vietnam veteran. Approximately 50 years old, his robust strength has not diminished. He has tasted the emptiness of war and now, more than anything, he just wants to live in peace.

## Characteristics

Mark, who possesses the highest vitality points, is the strongest character in the game. On his own, he can move heavy objects that normally require two players to move. Due to his size he is the slowest player character in the game, and he cannot hide inside lockers or closets.



# JIM CHAPMAN

- Occupation**  
Subway Transit System Employee
- Vitality**  
1800 points
- Viral Infection Rate**  
1.43% per minute  
70 minutes to 100.00%

## Bio

An agent with the Raccoon City subway, Jim is friendly and cheerful but sometimes reveals a hesitant side. Although he means well, he talks too much and sometimes bothers people around him. To his credit, he has strong powers of intuition and is skillful at solving puzzles.

## Characteristics

Jim is an average person in a very unique situation. Guided by fear and cowardice, his greatest skill is his ability to avoid attacks by pretending to be dead—even when an enemy is just a step away. Although playing as Jim takes some getting used to, a keen player soon realizes that the subway worker presents great advantages as a character choice.

## Personal Item



### Coin

While hanging around a location that is free of enemies, select Jim's coin and use it. Jim produces his coin and flips it into the air. The result is displayed on-screen. Each time the coin comes up "heads", Jim's rate of critical hits increases 10%. Therefore, if you flip the coin three times in a row and achieve "heads" each time, Jim's critical hit rate rises by 30%! However, if the coin comes up "tails", the bonus is reset to 0%. Used wisely, the Coin can turn Jim into a real killing machine!

## Extra Item



### Lucky Coin

When Jim or any character possesses this item, the chance of critical hit occurrence rises 5%, the durability of melee weapons becomes stronger, and Handguns and Shotguns cannot be broken by a Hunter's attack. AIPC Jim rarely agrees to trade this item for anything, and players controlling Jim should hold onto the Lucky Coin rather than drop it in favor of other items.

## Special Actions



### Playing Dead

Hold the R1 button, then press and hold the button. This causes Jim to fall to the ground and remain motionless. Enemies will ignore him while he is playing dead, so it is useful when surrounded. However, don't overuse this skill, as the virus gauge increases more rapidly while he plays dead.



### Swing Combo

Hold the R1 button and press to swing a melee weapon such as an Iron Pipe, Long Pole or Crutch. Press again the moment Jim finishes his first swing to immediately perform another. This special action leaves Jim breathless for a moment, so use it with caution.



### Item Search

Even when Jim enters a room for the first time, the positions of the items in the room are indicated on the map by a question mark. The type of item is not specified, however, until the item is examined. This unique feature enables Jim to find items faster than other characters, especially hidden or unseen items.

## AIPC Behavior

Jim basically wanders around on his own, especially when his condition deteriorates. If the player character relationship is favorable, he stays very close to the person and tends to grab items first. If the relationship is not very good, Jim acts independently even if his own condition worsens. Regardless of the status of the relationship, though, Jim uses First Aid Sprays and herbs to heal himself even when he's only mildly hurt. Jim rarely procures or hangs onto ammunition, even if he has the pertinent firearm in his inventory. To reload Jim's weapon, the player must oftentimes ask him for the weapon, reload it, then give it back to him.

### AIPC JIM: Item Preference

1.	Weapon
2.	Recovery Item
3.	Other characters' Extra Items
4.	Ammunition
5.	Recovery Item

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## Personal Item

### Medical Set

By combining the herbs and herb mixtures of various types with his Medical Set, George can prepare a variety of compound chemicals with many uses. Dr. Hamilton can transform an herb into something more useful for the patient's current ailment:



## MEDICAL SET CREATIONS

Material + Medical Set	Result
Green Herb	Antidote
Blue Herb	Recovery Medicine
Red Herb	Hemostat
Blue + Red	Recovery Medicine x3
Green + Blue	Anti Virus
Green + Green + Blue	Anti Virus
Green + Blue + Red	Anti Virus x3
Recovery Medicine Base	Recovery Medicine
Green + Green	Antidote x2
Green + Green + Green	Antidote x3
Green + Red	Hemostat x3

## Extra Item

### Capsule Shooter

This unique weapon enables George or any other user to cure fellow teammates from close to medium range by shooting them with curative medicine pills.

AIPCs tend to get a little offended at this, even though it's for their own good! The Capsule Shooter can be loaded with any type of pill for a variety of restorative effects. Furthermore, the capsule shooter can be used to damage enemies, sometimes inflicting instant death with white Anti Virus pills. Press the R1 button to aim the Capsule Shooter at the closest ally. To aim at enemies, adjust the aim manually.

## CAPSULE SHOOTER EFFECTS VS. ALLY

Type	Effect	Dmg. to Enemy
Capsule Shooter (Blue)	Recovery (1000 pts.)	None
Capsule Shooter (Red)	Stop Bleeding	None
Capsule Shooter (Green)	Poison Recovery	*500 pts.
Capsule Shooter (White)	Anti Virus	1000 pts.

\*Effective only versus insect types.

## Special Actions

### Dodge Tackle

Hold the R1 button (or R2) and press . With the proper timing, this move enables George to not only duck under the grasp of an approaching zombie, but also spring forward and knock the foe several steps backward. There's a high chance enemies may get knocked to the ground with the Dodge Tackle. Holding the button longer charges the power of

George's special tackle. This tackle is far superior to the standard tackle most other characters perform, because George can perform this maneuver even while equipped with a weapon.

## AIPC Behavior

The good doctor usually walks rather than runs, prefers to explore on his own, and collects recovery items. If given the right herbs or mixed herb compounds, he will automatically convert the items into pills and medicines. If his relationship with the player character is especially good, he never moves away from the person. If the relationship is not favorable, he tends to become independent when his condition deteriorates.

## AIPC GEORGE: Item Preference

1.	Capsule Shooter
2.	Recovery Item
3.	Weapon
4.	Ammunition
5.	Other characters' Extra Items

# GEORGE HAMILTON

## Occupation

Doctor  
Vitality

2100 points

## Viral Infection Rate

1.04% per minute

96 minutes to 100.00%

## Bio

A doctor who works at Raccoon City Hospital, Dr. Hamilton is a first-class surgeon. He doesn't exactly take the lead and call the shots, but he does possess a cooperative spirit and the knack of easily acquiring other people's trust.

## Characteristics

George's medicine creating skills enable himself and fellow player characters to stave off the viral spread, prolonging the time allowed for completing any scenario. His tackle attack can be "charged" for greater power, enabling him to strike and knock down enemies even when unarmed.



# DAVID KING

## Occupation

Plumber

## Vitality

2200 points

## Viral Infection Rate

1.04% per minute

96 minutes to 100.00%

## Bio

A quiet worker, David doesn't talk much about his past. It's not because he's unfriendly; he's simply a man of few words. With sharp eyesight and deft movements with his knife, he proves his worth getting around in a scene of bloodshed.

## Characteristics

David's attack speed is slightly higher with all firearms and melee weapons. The fact that he comes armed with 12 Monkey Wrenches and a Folding Knife is a great bonus, too. David's weapon creation abilities make him a highly resourceful character.

## Personal Item

### Tool Box

David's repair kit includes nine pieces of Vinyl Tape, 12 Monkey Wrenches, a Folding Knife, and three sets of Spare Parts.

The Folding Knife can be equipped as a weapon and used in David's Knife Combo attack (more details follow). The Monkey Wrenches are also used in another of David's special actions, but he carries only a limited number per scenario. The Spare Parts can be used three times per scenario to fix a broken item, such as a Broken Handgun or Broken Shotgun. Vinyl Tape can be used nine times to combine certain items into homemade weapons:

## DAVID'S HOMEMADE WEAPONS (REQUIRES VINYL TAPE)

Item Combination	Result
Butcher Knife + Wooden Pole	Spear
Butcher Knife + Long Pole	Spear
Wooden Pole + Wooden Pole	Long Pole
Pesticide Spray + Lighter	Flame Spray
Iron Pipe + Concrete Piece	Hammer
Iron Pipe + Battery	Stun Rod

## DAVID'S REPAIR ITEMS

(REQUIRES SPARE PARTS)

Item Combination	Result
Broken Handgun + Spare Parts	Handgun
Broken Shotgun + Spare Parts	Shotgun
Battery + Spare Parts	Timer Bomb
Model Grenade Launcher + Spare Parts	Grenade Launcher (Burst Round)


## Extra Item

### Lighter


The words "J's Bar" are inscribed on this lighter. Use the Lighter to ignite Molotov Cocktails, or turn a can of Pesticide Spray into a Flame Spray. The Lighter can also be used to read special graffiti in several locations during the "Underbelly" scenario.

## Special Actions

### Wrench Throw

Hold the R1 button and press  to make David toss one of his Monkey Wrenches at a foe, a door, or a removable obstruction. This tossed weapon causes more damage than the usual unarmed attack. However, the number of Monkey Wrenches available per scenario is limited to what David carries and there is no way to obtain more.

### Knife Combo

Equip any knife, hold the R1 button as an enemy approaches, then press the  button three times with the proper timing to perform a devastating combination knife attack. David is sure to become a favorite to all *Resident Evil* fans who prefer to clear entire adventures with nothing but a blade.

## AIPC Behavior

David's personality as a loner and a rebel shines through whenever he appears as an AIPC partner character in Single Play mode. David tends to wander off and look for enemies to take on alone. He stays nearby only if the relationship is particularly good, and ignores the player character entirely if the relationship is bad. Typically, David will not retain recovery items no matter how many

he is given, and he will not use them unless he's in DANGER status. For all these reasons, he is a somewhat difficult partner to keep alive. Try to keep a First Aid Spray handy when accompanied by David. When he is badly injured, spray him as he walks by. If David obtains two items that he can combine, he will immediately build a homemade weapon. In spite of his apparent selfishness, if David already has two or more weapons, hand him important items to hold. He tends to keep key items and event objects until the player requests their return. David seeks confrontation and attacks enemies all the time, regardless of his relationship to the player character.

## AIPC DAVID: Item Preference

1.	Weapon
2.	Weapon
3.	Homemade Weapon
4.	Ammunition
5.	Other characters' Extra Items

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## Personal Item



### Picking Tool

Certain doors, cabinets and lockers throughout the game are locked but don't have a key. Alyssa can open these doors and compartments with her set of lock picks. Stand in front of one of these locked doors, open the Status Menu, select one of Alyssa's picking tools, and use it. While the pick is in the lock, press the button rapidly to open the lock. Press the button to stop the process. Each tool is shaped differently. If the first tool you choose doesn't open the door quickly enough, simply use a different pick.

Regarding the special areas and compartments that only Alyssa can open, use the following table to speed up the lock picking process.



## BEST PICKING TOOL PER DOOR, LOCKER, OR DRAWER

Scenario	Locked Door At:	EASY	NORMAL	HARD	VERY HARD
Wild Things	Between Back Alley and Elephant Restaurant	W-Shaped Pick	W-Shaped Pick	I-Shaped Pick	P-Shaped Pick
Wild Things	In Front of Elephant Restaurant and Back Alley	P-Shaped Pick	P-Shaped Pick	S-Shaped Pick	W-Shaped Pick
Wild Things	North Kitchen Door	I-Shaped Pick	I-Shaped Pick	P-Shaped Pick	S-Shaped Pick
Wild Things	East Kitchen Door	S-Shaped Pick	S-Shaped Pick	W-Shaped Pick	W-Shaped Pick
Wild Things	Door between South Concourse and East Concourse	NA	NA	NA	I-Shaped Pick
Wild Things	Door between South Concourse and North Concourse	NA	NA	NA	P-Shaped Pick
Wild Things	Door between East Concourse and North Concourse	W-Shaped Pick	W-Shaped Pick	W-Shaped Pick	I-Shaped Pick
Wild Things	Office Locker	P-Shaped Pick	P-Shaped Pick	P-Shaped Pick	S-Shaped Pick
Wild Things	Door between Elephant Stage and Connecting Passage	P-Shaped Pick	P-Shaped Pick	S-Shaped Pick	P-Shaped Pick
Underbelly	Door between West Concourse and Employee Passage	S-Shaped Pick	S-Shaped Pick	W-Shaped Pick	W-Shaped Pick
Underbelly	Door between East Concourse and Employee Passage	W-Shaped Pick	W-Shaped Pick	I-Shaped Pick	P-Shaped Pick
Underbelly	North Door between Employee Passage and Break Room	NA	NA	I-Shaped Pick	I-Shaped Pick
Underbelly	South Door between Employee Passage and Break Room	NA	NA	W-Shaped Pick	I-Shaped Pick
Underbelly	Control Room Drawer	P-Shaped Pick	P-Shaped Pick	P-Shaped Pick	S-Shaped Pick
Flashback	Locker Room locker	I-Shaped Pick	I-Shaped Pick	P-Shaped Pick	S-Shaped Pick
Desperate Times	Door between 1F Lobby and Hallway	NA	NA	NA	S-Shaped Pick
Desperate Times	Door between B1F East Hall and Autopsy Room	NA	NA	NA	S-Shaped Pick
Desperate Times	Door between B1F West Hall and Kennel	I-Shaped Pick	I-Shaped Pick	P-Shaped Pick	S-Shaped Pick
Desperate Times	1F East Passage drawer	I-Shaped Pick	I-Shaped Pick	P-Shaped Pick	S-Shaped Pick
Desperate Times	Reception Desk drawer	I-Shaped Pick	I-Shaped Pick	P-Shaped Pick	S-Shaped Pick
End of the Road	Break Room locker	S-Shaped Pick	S-Shaped Pick	I-Shaped Pick	I-Shaped Pick

## Extra Item



### Stun Gun

A close-quarters, self-defense weapon that sends an electrical charge into an enemy. While the Stun Gun does not cause large amounts of damage, there is a high probability that the shock may render an enemy incapacitated, knocking the foe to the ground for a short period of time. Recharge the Stun Gun by combining it with a Battery.



# ALYSSA ASHCROFT

## Occupation

Journalist

## Vitality

2000 points

## Viral Infection Rate

0.89% per minute  
112 minutes to 100.00%

## Bio

Alyssa, who writes for the local paper, has an insatiable appetite for collecting every bit of information she can dig up. With her strong personality, she is a sore loser who often clashes with others. Although she's a bit stuck on herself, she'll take care of others in a pinch.


## Characteristics

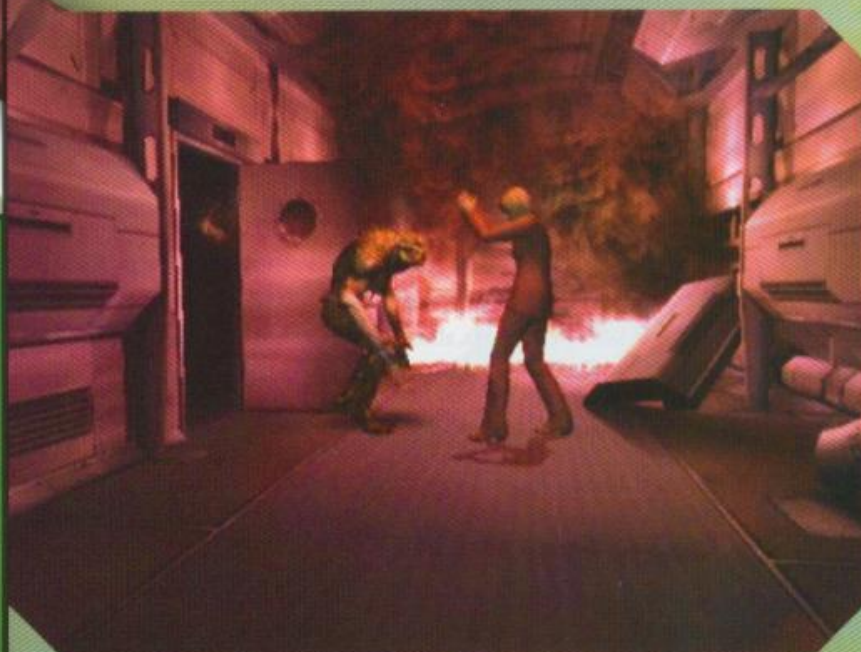
Unquestionably the strongest female character, Alyssa is also a handy person to have around due to her lock picking abilities. Even as an AIPC, Alyssa works on locked doors with her tools. If the goal is to get through "Wild Things" as quickly as possible, she is possibly the best character to choose.

## Special Actions



### Back Step

As an enemy lunges for Alyssa, hold the R1 button and press the  button to step out of the attacker's range. This retreating move enables Alyssa to step back into the perfect range at which to counterattack with a tackle or a melee weapon.



### Critical Shot

While equipped with a Handgun, hold the R1 button for a long moment. Soon, Alyssa will readjust her aim. Her aim becomes much better and the shot will strike the enemy for critical damage if the weapon is fired after she changes her posture. This ability makes Alyssa more adaptable to combat than the other female characters.

## AIPC Behavior

A typical hard-nosed reporter, AIPC Alyssa tends to boss everyone around and admonish other characters for little or no reason. Even if the relationship with the player character is good, she tends to follow them very closely and does not hesitate to compete

for items to see who can pick things up first. If she dislikes the player character, she will walk around the player character when her vitality is extremely low, as if seeking sympathy. While Alyssa does not actively seek out enemies to fight, she attacks monsters more often if her relationship with the player character is really good.

## AIPC ALYSSA: Item Preference

1.	Weapon
2.	Recovery Item
3.	Ammunition
4.	Weapon
5.	Other characters' Extra Items



## Personal Item



### Knapsack

In addition to the usual four items, Yoko can carry another four items in her Knapsack. To store items in her knapsack, select the item, choose the "Combine" command, then select the Knapsack to store the item. Items in the Knapsack cannot be used. To make stored items usable again, move them into Yoko's main inventory. Select the item in the Knapsack and choose "Switch" from the command list. Then select an item or open slot

in the main inventory screen in which to move the item. Items can also be stored directly into the Knapsack during procurement simply by highlighting the Knapsack icon and pressing the button.

## Extra Item



### Charm

Yoko (or anyone else in possession of this item) gains a few additional abilities. Enemies are prevented from slaying the Charm holder with instant death attacks, although severe damage is still incurred. Plus, viral infection rises at 75% of the character's normal infection rate. For these reasons, AIPC Yoko does not readily relinquish her favorite Charm.

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## Special Actions



### Escape

Hold the R1 button as an enemy approaches, then press and hold the button to make Yoko spin and scamper away. The distance she moves from the enemy depends on how long the button is held.



### Push Away

Hold the R1 button and press the button to push away a humanoid-size or larger enemy. Hold the button longer to execute a more powerful push.

## AIPC Behavior

AIPC Yoko seems very supportive. She follows the player character at a short distance, but does not hover around as the player character moves to procure items. She usually engages in combat only in self-defense, although she may engage a foe more often if she favors the player character. As the player character fights other enemies, Yoko tends to run off and search the room to procure recovery items and ammunition. However, she may provide assistance in battle if the "Help!" appeal is issued. If Yoko holds an unspoken grudge against the player character, she maintains a distance yet "checks in" on the player character occasionally.

### AIPC YOKO: Item Preference

1.	Recovery Item
2.	Other characters' Extra Items
3.	Weapon
4.	Other characters' Extra Items
5.	Other characters' Extra Items



# YOKO SUZUKI

### Occupation

College Student

### Vitality

1300 points

### Viral Infection Rate

0.78% per minute

128 minutes to 100.00%

## Bio

As a result of her studies, Yoko is extremely knowledgeable about computers. She has a quiet, reserved personality, but the strength of her inquisitive mind emerges with a surprising toughness. Once she gets focused on something, it's difficult to distract her.

## Characteristics

AIPC Yoko is extremely helpful and supportive with most of the other characters, even when the relationship with the character isn't so great. She has the lowest vitality and moves quite slowly; however, the virus spreads slowly in her system, allowing her to last longer than other characters. Item juggling is not a factor for Yoko, since she can easily carry all the weapons, ammunition, recovery items, and key items needed to survive.

KEVIN RYMAN

MARK WILKINS

JIM CHAPMAN

GEORGE HAMILTON

DAVID KING

ALYSSA ASHCROFT

YOKO SUZUKI

CINDY LENNOX





# CINDY LENNOX

## Occupation

Waitress

## Vitality

1500 points

## Viral Infection Rate

0.89% per minute

112 minutes to 100.00%

## Bio

Cindy is the most popular waitress at J's Bar due to her irresistibly bright smile. She's a helpful, service-oriented person who always thinks of other people first. Even in extreme situations, she quickly rallies her courage and adapts to the reality of a harsh society.

## Characteristics

Cindy starts every scenario in possession of a large number of Blue, Green and Red Herbs, enabling her to act as the team nurse. She never suffers from Bleeding status as long as she carries her trusty Bandage, and she can cure other characters who are bleeding simply by carrying them a few steps. Although Cindy is weak and suffers status reduction easily, her movement speed is fairly good. She can duck under enemy attacks, but then she needs to run away immediately.

## Personal Item



### Herb Case

Cindy can store each of the numerous recovery herbs in this handy case. To operate the Herb Case, select Cindy's personal item to display the contents of the Herb Case. The case comes loaded with two Red Herbs, two Green Herbs, and two Blue Herbs. This container holds a max of three of each type. The herbs can be mixed together as long as there is one open slot remaining in the case. The Herb Case also contains four extra item slots, but *only* for herbs. When collecting individual herbs from the environment, select the Herb Case and the item moves directly into the case, provided there is room in the case. To move an herb or herb compound from the Herb Case to a normal inventory slot, open Cindy's case and choose the herb or Mixed Herb to move, then select the "Take Out" command. Cindy can also treat others with the herbs in her case, applying healing directly to the afflicted person. To treat other characters, move within close range and face them, then choose an herb or Mixed Herb in the case, and select the "Aid" command.

## Extra Item




### Bandage

Possession of this item prevents the owner from suffering Bleeding status after an enemy attack. Additionally, carrying a fellow player character or AIPC who is afflicted with Bleeding status while possessing the Bandage cures that other person of Bleeding status as well!

## Special Actions



### Duck

Hold the R1 button and press the  button when an enemy is about to attack. With the right timing, Cindy can duck under an enemy's reach or avoid claw swipes or bites. Rather than sticking around to fight, use the opportunity to run away.

## AIPC Behavior

As a partner character in Single Play mode, Cindy tends to take on the role of nursemaid. She absolutely hoards recovery items and heals herself only when her physical strength drops to half or less. She approaches and heals other characters with the medicine in her Herb Case frequently. Whether her relationship with a player character is normal or bad, Cindy tends to follow the person at a short distance, and tends to the player character's wounds if severely hurt. If the relationship between Cindy and the player character is especially close, she tends to breathe down his or her neck and use her herbs to heal even the slightest wounds. Cindy does not actively seek to find weapons, but she will pick one up and equip it if it is "accidentally" acquired. Other than that, it's more likely that you'll need to find a weapon for Cindy and present it to her in trade early in the scenario. Cindy does not actively seek combat with enemies. She will often attempt to run past foes without firing a shot, although she sometimes takes damage as a result. Cindy tends to attack foes only when other characters are attacking, or when characters are being attacked and cry out for help.

## AIPC CINDY: Item Preference

1.	Other characters' Extra Items
2.	Recovery Item
3.	Weapon
4.	Ammunition
5.	Recovery Item

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# MONSTERS

The enemies of *Resident Evil Outbreak File #2* fall into two categories: frequently encountered foes and boss creatures. Bosses are unique creatures with higher stamina and stronger attacks that appear only once during a particular scenario. The strengths, weaknesses, and strategies involving bosses are covered in the appropriate walkthrough section of the "Scenarios" chapter in this book. This chapter focuses mainly on the strategies involved in dispatching more frequently encountered enemies.

## Vitality Points

The combat system of *Resident Evil Outbreak File #2* operates on a hidden points system. Each foe has a certain number of vitality points, randomly chosen from a range of variables. These points determine how many attacks an enemy can suffer before dying. So while every enemy has variable vitality points, each creature is limited within a certain predetermined range. Compare the range of vitality points of any monster to the attack power of any weapon, and the approximate number of attacks required to kill the monster can be gleaned.

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For example, a Handgun has a basic attack power of 140 points at close range and less at greater distances. This means that every shot delivered to an enemy at close range subtracts 140 vitality points from the enemy's total. Therefore, a Zombie in Normal difficulty with 800 to 1150 physical strength points may require five to eight Handgun shots to kill, or even more at further range. Even without the math, these ranges provide an opportunity to compare the relative "toughness" of enemies to one another and gain an understanding of which foe is more difficult to defeat.

CROW

EVIL SHADE

## Power of Attacks

Just as player characters can reduce a monster's vitality points, monsters can reduce the vitality and status level of player characters with their attacks. The numbers indicated next to every listed attack depict a range of damage inflicted to the player character for each successful attack. Keeping in mind the total number of vitality points possessed by your character, as covered in the "Characters" chapter, the number of attacks a player character can suffer before a drop in status or death can be determined. Even without the math, these ranges allow for estimations of the relative damage capabilities of any given foe.





## SCENARIO APPEARANCES: "Desperate Times", "Elimination 1"

### Enemy Report

Crows are native black birds in the Raccoon City area that have become infected with the T-virus. Their infection gives them an intense hunger for living flesh, which is merely the incubation method for the virus they carry. Crows tend to appear in flocks and attack as a group.

### Fighting Strategy

Crows attack by diving at prey, but this method causes only a small amount of damage and virus spread. These black birds can settle over a semi-stationary target and instigate a deadly series of pecking attacks that immobilize the victim. The longer this attack is allowed to continue, the greater the damage inflicted. While the victim has no recourse or defense against this attack, a partner character can save the victim by shooting the Crow out of the sky.

Since Crows fly swiftly around areas, they are extremely difficult to target. Unfortunately, the best way to kill a Crow is to wait until it settles over another character and begins its pecking attack. Crows can be killed with a single shot from a Handgun, or with one blow from a melee weapon.



## SCENARIO APPEARANCES: "Flashback"

### Enemy Report

"Evil Shade" is a medical nickname given to large poisonous bulbs growing from mutant ivy vines in and around the abandoned hospital in "Flashback". Intermittently, the bulbs release a gaseous spore cloud. Any player character caught within this cloud stands a strong chance of suffering Poison status.

### Fighting Strategy

Evil Shades are stationary upon the vines from which they bloom, and rely upon a single attack that emits poisonous spore clouds. Therefore, player characters can either blast the Evil Shade until it disappears, or wait just out of range of the attack until the cloud of spores subsides. The latter strategy saves ammunition and melee weapons for better use, but there are some instances in which Evil Shades grow at the top or bottom of ladders. In such cases, where the poison spore clouds are extremely difficult to avoid while climbing or descending a ladder, it is highly recommended that the Evil Shades be destroyed.

### VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	10~10	40~40	50~50	90~90
Network	10~10	40~40	50~50	90~90

### ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Rush	60~90	100~140	120~180	140~220
Initial Peck	100~140	160~200	190~250	240~290
Pecking Loop	20~40	20~40	30~50	30~50



### VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	1500	1500	1500	1500
Network	1500	1500	1500	1500

### ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Poison Spore	50~70	80~110	100~160	150~250

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## VITALITY POINTS

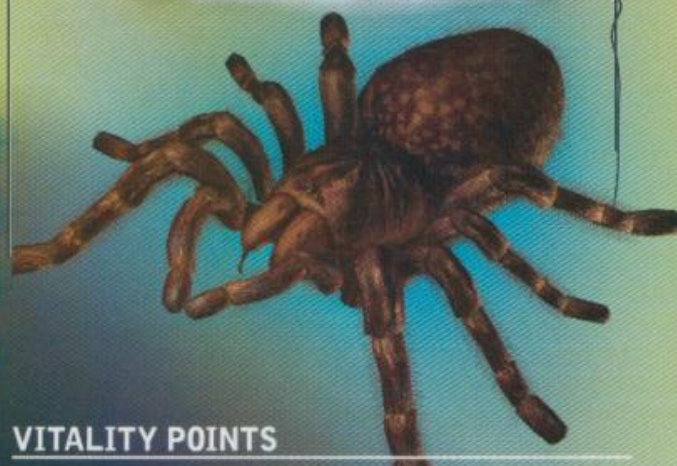
Mode	Easy	Normal	Hard	Very Hard
Single	1	1	1	50
Network	1	1	1	1

## ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Poison Sting	1	1	1	1

FLYING BUG

GIANT SPIDER



## VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	300~500	500~650	700~850	850~1200
Network	500~650	700~850	850~1200	900~1500

## ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Direct Attack	150~250	300~380	380~450	450~500
Poison Liquid	80~100	100~120	120~140	150~180
Spinning Attack	80~115	250~350	300~400	400~550

## SCENARIO APPEARANCES: "Wild Things"

### Enemy Report

Flying Bugs are tiny, nearly invisible insects that are mainly detectable when flying in a swarm near a Rafflesia plant. Moving too closely to a Flying Bug swarm invites defensive attacks, which cause insignificant damage but have a strong chance of inflicting Poison status on a player character.

### Fighting Strategy

The pollen of the Rafflesia causes the Flying Bugs to swarm nearby, making it easy to dispatch the swarm with a single Shotgun blast. However, the Flying Bugs soon reappear and swarm over the Rafflesia again. The best way to get around the swarm and the Rafflesia is to push a block off the overhead ledge in the Terrarium Dome, effectively crushing the Rafflesia. When the Flying Bug swarm disperses after the Rafflesia is destroyed, the safest course of action is to accomplish objectives quickly within the Terrarium Dome and then get out. Use the Blue Herbs located outside either exit of the Terrarium Dome to cure Poison status, if needed.

## SCENARIO APPEARANCES: "End of the Road", "Elimination 2", "Elimination 3"

### Enemy Report

These mutated, overgrown web spinners silently patrol sewer waterways, seeking to capture prey that stumbles into their lair. Giant Spiders can crawl on the walls and ceilings and pour poisonous acidic saliva onto victims from above. They leap onto stationary targets and knock them to the ground, then administer a bite attack that also inflicts Poison status.

### Fighting Strategy

If a Giant Spider is crawling on the walls or ceiling, move underneath it to avoid its poison spit attacks. Knock it from its perch with one or two bullets, if necessary. However, when a Giant Spider is on the ground, it becomes a deadly adversary. If safe passage around the wide creature is not an option, get directly behind it, aim downward and fire several bullets. Stand at least a short distance away while attacking, or the Spider might spin around and knock the character to the ground.



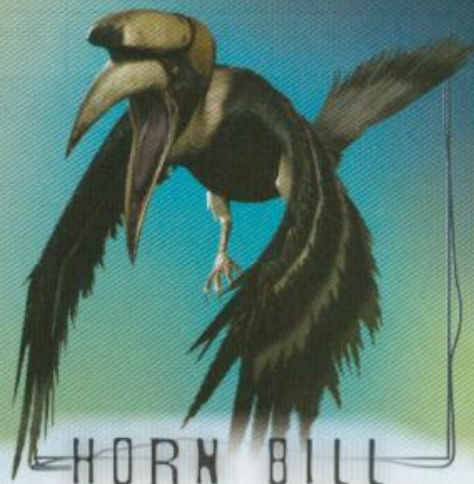
## SCENARIO APPEARANCES: “Wild Things”, “Elimination 1”

### Enemy Report

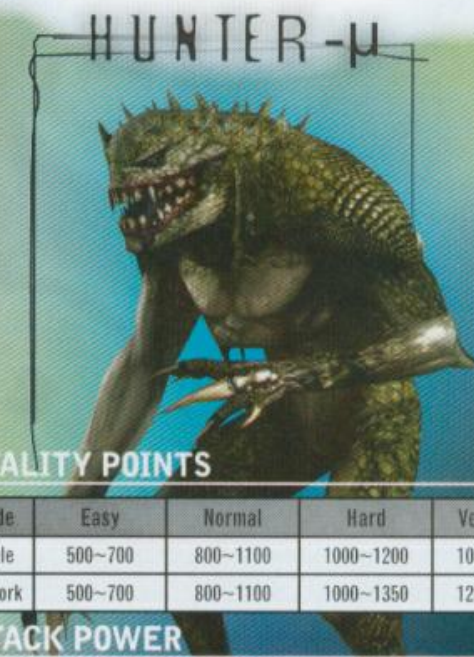
These exotic birds with bright feathers have become infected with the T-virus and now seek to attack and mutilate the populace they once entertained and delighted. Horn Bills fly overhead, looking for their prey. While their attacks are not devastating, Horn Bills tend to immobilize their targets just long enough for other enemies in the vicinity to strike.

### Fighting Strategy

If possible, move through Horn Bill territory quickly and escape to the next area as soon as possible. If moving forward while a Horn Bill is active seems unwise, then track it as it circles in the air by holding the R1 and L1 buttons to track the foe in flight. When the bird pauses (this means it's about to strike), blast it out of the air. Due to their set vitality points, Horn Bills are easily dispatched with a single attack of a firearm or melee weapon.



HORN BILL



HUNTER-μ

## SCENARIO APPEARANCES: “End of the Road”, “Elimination 3”

### Enemy Report

Hunters are humanoid, lizard-like creatures that scour areas looking for easy prey. With cat-like reflexes and instant strike capabilities, this is one enemy that can go from zero to a hundred in an instant. Hunters tend to follow player characters, lashing out with quick attacks whenever their target cannot dodge or escape. Attacking these creatures from long distances isn't always effective, because Hunters can leap down long corridors and across large rooms to attack. When a weapon is aimed at a Hunter, the creature can break a firearm or melee weapon with a single swift attack that also inflicts damage on the weapon's holder. Hunter-μ refers to the smaller version of the Hunter that appears specifically in the Nursery area during “End of the Road.” It moves and behaves in an identical manner to the “regular” Hunter.

### Fighting Strategy

Hunters usually tend to stalk around areas until they get close to a player character, or until they notice a human pointing a gun at them. When dealing with Hunters, the trick is to run through their territory and escape as quickly as possible without wasting ammo or losing weapons in the process. When faced with a do-or-die situation, open fire with a Handgun or Shotgun. If the creature falls to the ground, wait for it to stand and shoot it again. Repeat this strategy until it dies. Hunters have the ability to perform an instant kill attack; avoid combat with Hunters as much as possible.

### VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	10	40	50	90
Network	10	40	50	90

### ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Rush	60~90	100~140	120~180	140~220
Initial Peck	100~140	160~200	190~250	240~290
Pecking Loop	20~40	20~40	30~50	30~50

### VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	500~700	800~1100	1000~1200	1050~1250
Network	500~700	800~1100	1000~1350	1200~1550

### ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Small Scratch	40~55	90~120	100~130	150~180
Mid Scratch	80~120	340~420	420~500	500~640
Large Scratch	80~120	340~420	420~500	500~640
Headhunting (Instant Death)	2000	2000	2000	2000
Weapon Breaker	100~180	350~450	450~520	520~650
Jump Scratch	80~150	340~420	420~500	500~600

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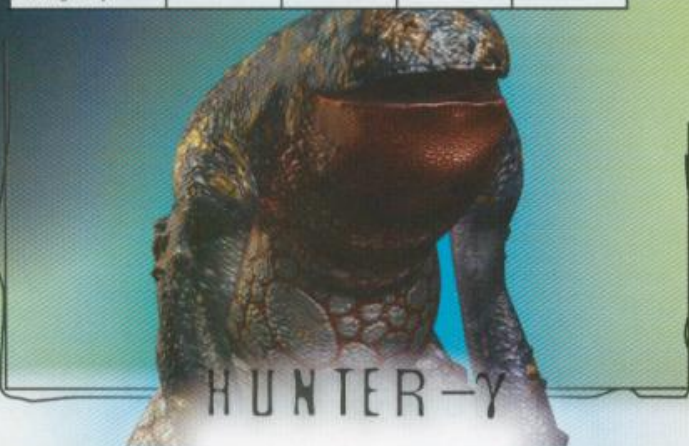


## VITALITY POINTS

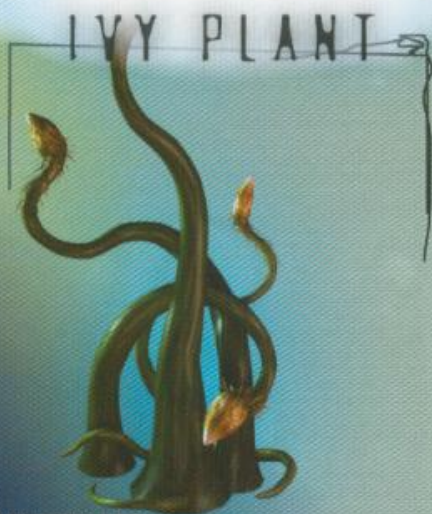
Mode	Easy	Normal	Hard	Very Hard
Single	950~1250	1100~1400	1200~1500	1300~1600
Network	950~1250	1100~1450	1300~1650	1500~1800

## ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Jump Scratch	100~150	300~350	300~350	400~450
Scratch	60~90	90~120	100~130	150~180
Eating Initial	300~400	400~600	400~700	500~800
Eating Loop	50~70	100~120	180~300	250~470
Underwater Eating Initial	200~250	300~350	400~450	500~600
Underwater Eating Loop	50~70	100~120	180~300	250~470



HUNTER-Y



IVY PLANT

HUNTER-Y

IVY PLANT

LEECH

LICKER

## VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	1000	1500	2000	2500
Network	1000	1500	2000	2500

## ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Initial Foot Snag	10~30	50~80	70~100	100~160

## SCENARIO APPEARANCES: "Elimination 3"

### Enemy Report

This variant of the Hunter species is frog-like in appearance and its attack tendencies indicate that it was probably developed through genetic manipulation of amphibians. Hunter-Y which appears in aquatic areas, has the ability to attack in water as well as on dry land. One of this foe's most dangerous attacks occurs when it swims under its prey dangling from pipelines, leaps up and knocks the person down into the water. Since characters cannot attack in the water, they become helpless prey. On dry land and in the water, a Hunter-Y can seize player characters and chew on them with its gigantic jaws. If another player character fails to rescue the victim by shooting the Hunter-Y, then eventually the monster swallows the prey entirely.

### Fighting Strategy

The best place to fight the Hunter-Y is on dry land. A Hunter-Y may faint and fall to the ground after a few attacks, however, the creature will rise again momentarily. When a Hunter-Y faints, stand over it and continue to attack until the creature falls in defeat.


If a Hunter-Y starts to swim under a player character who is shimmying across a pipeline, another player character can protect the dangling person by shooting the creature as soon as it attempts to leap up and strike. However, this creature can also leap out of the water directly under a platform and strike anyone standing on the edge, causing severe damage. Don't stand too close to the edge when protecting player characters who are shimmying across pipelines.

## SCENARIO APPEARANCES: "Wild Things", "Flashback"

### Enemy Report

Long green ivy usually extends from the base of a flower box in the Terrarium Dome or from a low crack in the wall at the abandoned hospital. These sentient green vines prefer to grow in darkened corners, making them difficult to spot. This is the idea, since the Ivy Plant hopes to snag an unwary passerby's leg before he or she even knows what is happening.

### Fighting Strategy

Attack the Ivy Plant until it recoils, but note that it cannot be *permanently* destroyed. Since this enemy tends to grow in narrow passages where player characters must cross back and forth often, it is imperative to attack the Ivy Plant if avoiding damage is paramount. A Scrub Brush or Long Pole is extremely effective at making the plant recoil so that a person may pass. However, the Ivy Plant will soon snake back across the passage. If a player character's health is good but ammunition and weapons are lacking, it is not entirely unwise to just let the Ivy Plant grab the character's leg, then press the  button rapidly to break free. Although minor damage is suffered, the player winds up on the other side of the Ivy Plant.



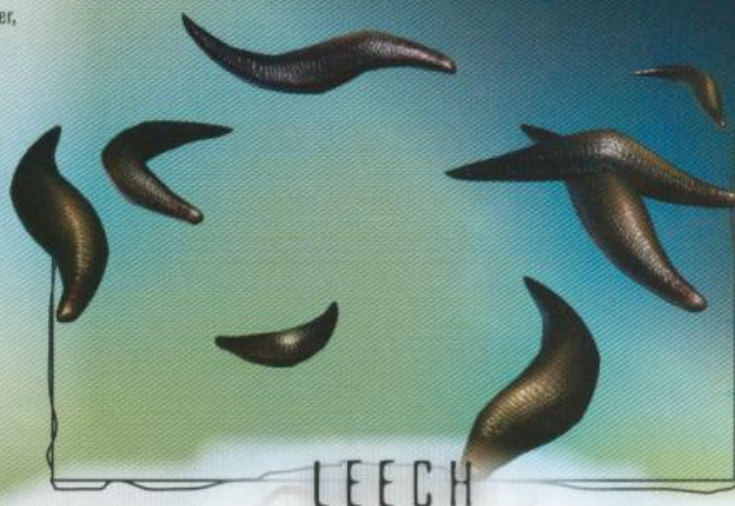
## SCENARIO APPEARANCES: "Elimination 3"

### Enemy Report

Small Leeches are ordinary blood-sucking parasites that have grown to double their normal size through the genetic tampering of Dr. James Marcus. Leeches infest the Raccoon Hospital, traveling from corridor to corridor looking for fresh blood sources using the ventilation system. Leeches slide gradually across the floor toward unsuspecting victims, then leap up and attach themselves to a suitable host candidate. While attached to a player character, Leeches can attack up to three times, causing triple the amount of damage. When a Leech is attached to a player character, another character can knock off the Leech by hitting it with a melee weapon or a shoulder-buff attack. By utilizing this approach with another player character, the damage sustained is minimized.

### Fighting Strategy

The best course of action is to move around a Leech until it attempts a leaping attack. If the attack misses, immediately move toward the creature and squash it with a low foot-stomp attack. Other methods of Leech extinction include various knives or a single shot from a Handgun.



## SCENARIO APPEARANCES: "Desperate Times", "Elimination 1", "Elimination 3"

### Enemy Report

Lickers are crouched humanoid creatures with long, sharp talons that are used to attack its prey, as well as crawl along walls and ceilings. Lickers are aptly named due to the super-strong tongue muscle that extends over great distances. The tongue is used to pierce standing targets, causing large amounts of damage. The outer flesh of Lickers resembles raw muscle tissue, giving the appearance that the creature has been turned inside out. However, in spite of their skinned appearance, Lickers are resilient creatures that can withstand even several blasts of high-powered weaponry.

### Fighting Strategy

Lickers respond to sound more than sight, so combat with a Licker can be avoided entirely. However, if a Licker collides with a player character, it attacks instantly with its claws even if the player character is standing still. Whenever possible, run past a Licker and escape from its territory before the creature can lock onto the sounds of the moving target.

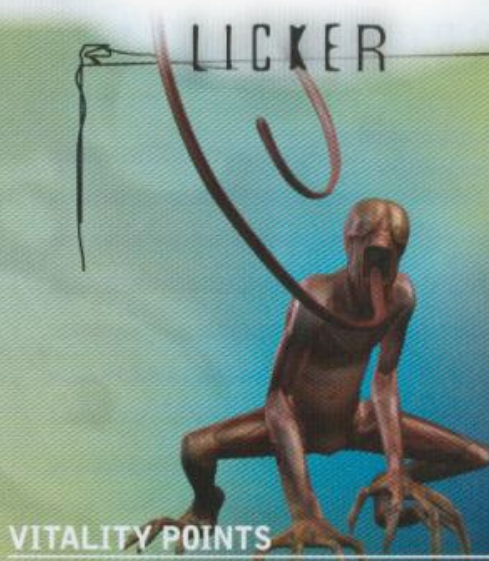
If a Licker blocks access to a room or corridor that must be entered, then attack the foe at close range with a Shotgun or very powerful weapon. Using a Handgun is ill-advised, since Lickers are quick to defend themselves. One or two close-range blasts with a Shotgun should send the creature onto its back. Unless the creature emits a high-pitched wail, it is still alive. Wait until the Licker flips back onto its haunches, then blast it again to finish it off.

### VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	10~20	40~80	80~100	120~200
Network	10~20	40~80	80~100	120~200

### ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Sticky	10~17	20~27	40~47	80~87



### VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	500~850	800~1150	900~1250	1000~1350
Network	500~850	800~1150	900~1250	1000~1700

### ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Scratch	70~90	150~250	150~300	200~350
Piercing Tongue	100~130	250~350	350~500	600~750
Lifting Initial	300~400	500~650	550~700	600~750
Lifting Loop	100~150	110~200	180~270	240~380

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## VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	300~750	400~950	600~1150	800~1250
Network	400~950	600~1150	800~1250	1000~1450

## ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Single	300~750	400~950	600~1150	800~1250
Network	400~950	600~1150	800~1250	1000~1450



GIGA BITE

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SCISSOR TAIL



## VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	750~950	1000~1350	1200~1550	1400~1700
Network	750~950	1000~1350	1200~1550	1400~1700

## ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Poison Tail	150~250	250~350	250~400	300~450
Pouncing	200~300	350~500	350~550	500~700
Initial Detrude	300~360	400~500	400~500	450~700
Detruding Loop	100~200	100~240	140~280	340~500

## SCENARIO APPEARANCES:

"Underbelly", "Elimination 2",  
"Elimination 3", "Showdown 2",  
"Showdown 3"

## Enemy Report

When these mutant ticks, which are already freakishly massive in size, attach themselves to a human being for several seconds, they can triple in size and turn bright red in just a few seconds. In some cases, Giga Bites try to drive away trespassers with biting attacks that can inflict Poison status. For the most part, though, the Giga Bite foes that appear in the latter half of the "Underbelly" scenario prefer to draw blood and triple in size.

## Fighting Strategy

Since Giga Bites can leap onto human hosts from a distance, it is important to keep moving continuously through their territory and avoid approaching them from head on. Zigzag to bait the Giga Bite into leaping at thin air in hopes of passing by unmolested. If a fight with a Giga Bite is in order (as the situation dictates in a few instances), then attack from a distance with a Handgun, Scrub Brush, or Long Pole.

If a Giga Bite attaches itself to a human host, use a Tackle, Yoko's Push Away maneuver or Jim's Fake Death move to shake it off. Perhaps the most effective way to dispose of a Giga Bite is to let a fellow player attack it and knock it off.

If a Giga Bite stays attached to a player character long enough to drink its fill, it soon falls off and begins to grow to three times its normal size. Its attack power and vitality double at this point, so start shooting at it. Lastly, try spilling a Blood Pack on the ground to draw Giga Bites away from player characters.

## SCENARIO APPEARANCES:

"Flashback", "Elimination 2"

## Enemy Report

Scissor Tail worms are a type of mutant insect with long tails and twin razor-sharp piercing stingers that are used to inflict Poison status on their victims. These creatures, which appear in woodland areas, only appear in the forest during the "Flashback" scenario after the Suspension Bridge collapses.

## Fighting Strategy

Scissor Tail foes are extremely tough to kill using regular firearm bullets and, due to their poison-inflicting attacks, melee combat is entirely out of the question. These foes are not fast, so they are easy to outrun. Scissor Tail enemies like to surround player characters and alternately sting their prey to the point where he or she cannot escape quickly enough.

The best way to prevent a grueling, poisonous death is to arm a character with Blue Herbs. Also, a well-placed blast of Pesticide Spray will cause a Scissor Tail to flip over and go into convulsions. Likewise, the Flame Spray that David can create is also effective at sending groups of Scissor Tails into frenzies. The aforementioned methods may not be enough to kill the mutant insects, but they should provide ample opportunity to complete the tasks required and escape.

MEGA BITE

SCISSOR TAIL

WASP

ZOMBIE



## SCENARIO APPEARANCES: "Flashback", "Elimination 2", "Elimination 3"

### Enemy Report

Wasps cling to walls and floors until they sense intruders within their domain. When this occurs, they take flight and attack mercilessly from the air, tackling their prey to the ground and stinging them with gigantic tail needles that inflict Poison status. Because of mutation, the Wasp's needles no longer break off. Each monster is capable of repeating this attack infinitely.

### Fighting Strategy

A player character who stops to defend against a Wasp attack is a standing target. The best strategy when dealing with Wasps is to move constantly in zigzag patterns, if at all possible, so that the Wasps' attacks miss.

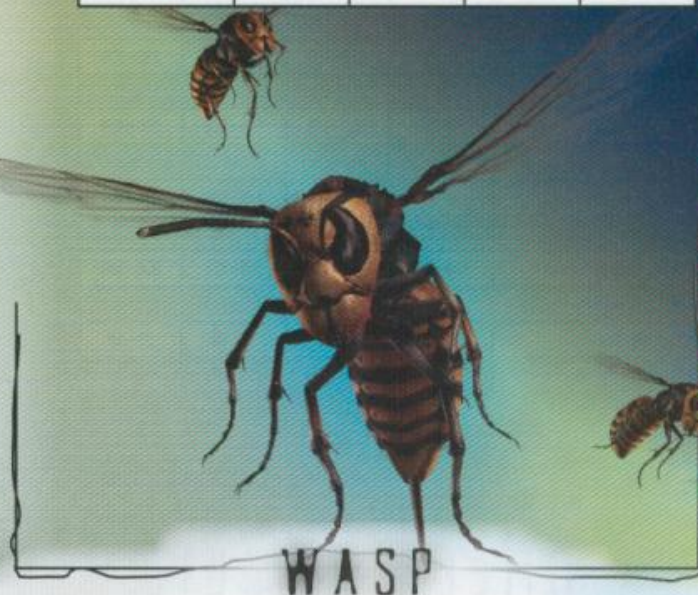
As a Wasp circles around, hold the R1 and L1 buttons to target the roving flier. Wait until it pauses in flight, then fire. After knocking one out of the air, shoot it a second time while on the ground before it can rise and fly off again. When Wasps fly to a higher position and stop, facing your character, run! This motion indicates that the Wasp has locked on and is about to swoop in for a sting attack.

### VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	100~120	180~250	350~450	400~680
Network	180~250	350~450	400~680	500~800

### ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Rush	80~110	150~250	150~300	200~350
Poison Needle	60~90	90~120	100~130	150~180



## SCENARIO APPEARANCES: "Wild Things", "Underbelly", "Desperate Times", "End of the Road", "Elimination 1"

### Enemy Report

These foes are undead flesh-seekers given "un-life" through mutation and reanimation via the T-virus. Zombies appear in many forms and dress styles. They may appear as street citizens, laboratory researchers and technicians, professional businessmen and businesswomen, doctors and nurses, security guards and police officers. Zombies appear in clusters and also as lone individuals. Although you may kill all of the zombies in a room, many locations can't be cleared of zombies for very long. In most areas, zombies will "follow" player characters into rooms and some will even continue to pursue player characters from room to room. Zombies may even appear as player characters who were formerly an ally who died and returned to life.

### Fighting Strategy

Zombies are not exceptionally intelligent enemies. Their main method of attack is close-range combat. Therefore, if you can stay far enough away from a zombie and escape without suffering damage, there is no need to confront these creatures in battle. If you can fire upon zombies from a distance with a firearm or thrown weapon, it's possible to stay away from harm. With each attack delivered against a zombie, there is chance that the zombie will enter "fainting" mode. When this occurs, the zombie falls to the ground and becomes inactive for a short to medium duration of time. The creature regains a small amount of physical strength points during this time as well. When time expires, the zombie rises again and follows after the closest player character. When a zombie faints on the ground, snuff it out by continuing to fire with low aim, or stomp on it.

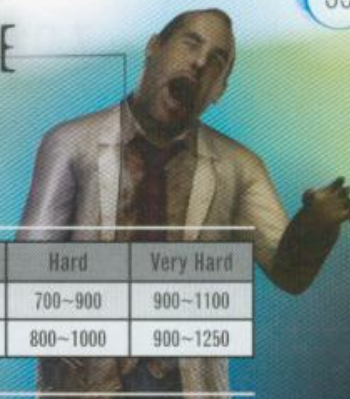
## ZOMBIE

### VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	400~650	600~850	700~900	900~1100
Network	420~680	700~950	800~1000	900~1250

### ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Stomach Acid	30~50	60~90	80~110	100~160
Side Scratch	80~100	160~240	260~320	300~380
Continuous Scratch, 1st hit	80~100	160~240	260~320	300~440
Continuous Scratch, 2nd hit	70~90	120~180	200~260	230~370
Grab Before Biting	150~180	350~550	450~600	500~800
Struggling Loop	50~80	100~180	140~300	200~450
First Bite	220~250	450~600	500~650	550~850
Biting Loop	50~80	100~180	140~300	200~450
Initial Bite (Window)	200~250	300~400	360~600	400~700
Biting Loop (Window)	100~120	120~190	200~270	250~320
Initial Foot Grab	50~70	80~100	100~120	120~140
Foot Bite Loop	10~20	10~30	10~30	20~40



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## VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	400~650	600~850	700~900	900~1100
Network	420~680	700~950	800~1000	900~1250

## ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Stomach Acid	30~50	60~90	80~110	100~160
Side Scratch	80~100	160~240	260~320	300~380
Continuous Scratch 1st Hit	80~100	160~240	260~320	300~440
Continuous Scratch 2nd Hit	70~90	120~180	200~260	230~370
Grab Before Biting	150~180	350~550	450~600	500~800
Struggling Loop	50~80	100~180	140~300	200~450
First Bite	220~250	450~600	500~650	550~850
Biting Loop	50~80	100~180	140~300	200~450
Initial Bite (Window)	200~250	300~400	360~600	400~700
Biting Loop (Window)	100~120	120~190	200~270	250~320
Initial Foot Grab	50~70	80~100	100~120	120~140
Foot Bite Loop	10~20	10~30	10~30	20~40
Poison Spore	100~150	100~180	120~200	150~250

GREEN ZOMBIE

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ZOMBIE DOG

GREEN ZOMBIE

ZOMBIE DOG

ZOMBIE HYENA

ZOMBIE LION  
(FEMALE)

## VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	500~650	650~800	750~950	900~1200
Network	500~650	650~800	750~950	900~1200

## ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Pouncing	100~140	150~250	150~300	200~350
Initial Bite	200~300	250~500	300~500	350~550
Biting Loop	100~200	100~300	100~300	200~400

## SCENARIO APPEARANCES:

"Flashback", "Elimination 2"

## Enemy Report

These are deceased humans brought back to life by T-virus infected plant roots, which wind their way through the victim's body and animate the dead tissue. They move and behave identically to the more common zombie; the major difference is the aforementioned large vines and buds protruding from various places in their flesh. For this reason, Green Zombies are not categorized alphabetically, but rather as a sub-class of Zombies.

## Fighting Strategy

Green Zombies slowly stagger after victims, then attempt to seize and bite them. Fight them from a distance using firearms. Shoot them until they fall, then escape before they can rise and attack again. Note that the Green Zombies may emit large poisonous spore clouds when shot or struck. If a player character is engulfed deeply enough in the spore cloud, Poison status may be inflicted. To avoid poisoning, attack them from a distance or knock them to the ground and stomp the life out of them.

## SCENARIO APPEARANCES:

"Desperate Times", "Elimination 1", "Elimination 3"

## Enemy Report

Zombie Dogs are stray hounds that roam the city, looking for fresh, living meat to attack. Having lost their pack instinct during viral conversion, Zombie Dogs now appear alone on a rare occasion. They are extremely fast and attack by leaping from the ground and snapping with their powerful jaws. They may also grab a victim's leg and chew on it mercilessly.

## Fighting Strategy

Zombie Dogs are easier to defeat at a distance before they can start running. These creatures have a tendency to circle their prey several times. When this pattern begins to emerge, simply aim down at a single spot and wait for the Zombie Dog to run under the line of fire. A single shot from a weapon should put the canine on the ground. Take this opportunity to finish it off with a low foot-stomp attack or a few more bullets. Try to prevent the creature from rising up to attack again. Due to their speed and cunning, melee weapons are tough to use against Zombie Dogs. As usual, the best tactic is to escape their territory without incident, if at all possible.




## SCENARIO APPEARANCES: "Wild Things"

### Enemy Report

Zombie Hyenas appear in only a few places inside the Raccoon City Zoo during the "Wild Things" scenario. Although they behave and attack just like the Zombie Dogs, they react to human presence more slowly, as if fighting their former natural instinct to run from humans.

### Fighting Strategy

Hyenas can pounce on their prey hard enough to drive them to the ground, where they begin to attack the prey's head and neck region. They also tend to seize a player character's forearm and begin mauling them. Press the  button rapidly to break free of either attack. If possible, run past Hyenas and escape to the next area. If you must stand your ground, however, blast them with a Handgun or Shotgun rather than using a melee weapon. The initial shot should knock the Hyena to the ground; then stand over them and repeatedly stomp them to death.

## SCENARIO APPEARANCES: "Wild Things", "Elimination 3"

### Enemy Report

The type of Zombie Lions encountered most frequently in the Raccoon City Zoo during the "Wild Things" scenario are mane-less female lions imported from Africa and South America. Most of their attacks can instantly drive a player character to the ground. If a Zombie Lion attacks when a player character is weak enough, it may seize him or her by the throat and fling the person across the area, causing instant death. But even the weakest attacks of this powerful creature inflict severe damage. Avoid approaching a Zombie Lion head on, as it may leap across a long distance to pounce upon your character.

### Fighting Strategy

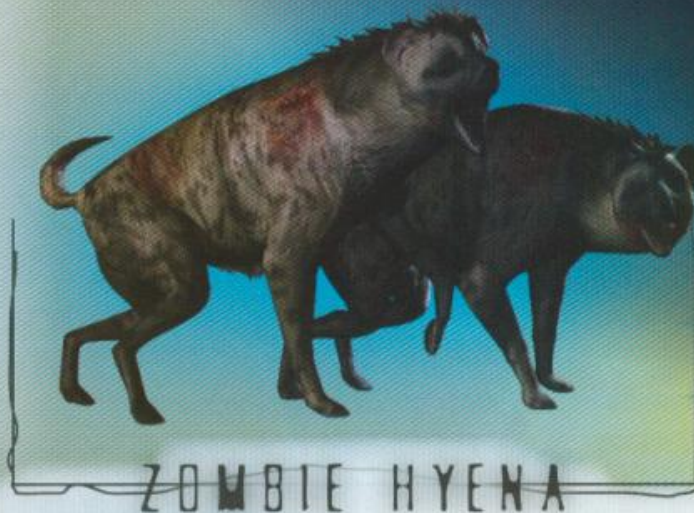
If possible, run away from Zombie Lions and flee to the next area. When fighting them is a must, climb on top of a crate or other raised platform and blast them from above with a firearm. If no climbable surfaces are available, try to run to the lion's side or rear and attack from that position. In general, stay a good distance away from the foe even when attacking from the side or behind, because they can suddenly whip around and deliver a nasty claw swipe. Due to their high vitality, use only firearms against them (Shotguns are the best option). A shot from a Hunting Rifle will typically cause instant death, but Rifle Rounds are scarce and best conserved for the main zoo enemies. A Zombie Lion's death is dramatic, so stop firing when the creature emits a particularly painful-sounding death rattle.

### VITALITY POINTS

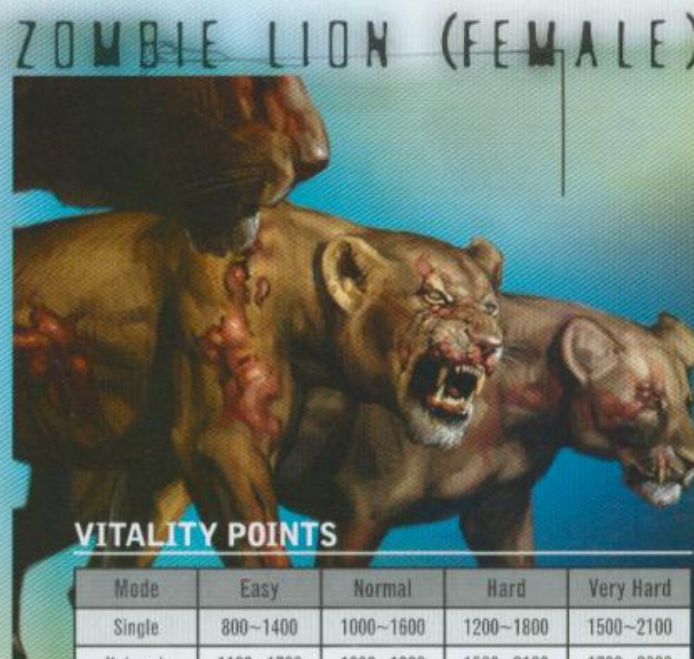
Mode	Easy	Normal	Hard	Very Hard
Single	500~650	650~800	750~950	900~1200
Network	500~650	650~800	750~950	900~1200

### ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Pouncing	100~140	150~250	150~300	200~350
Biting	100~140	150~250	150~300	200~350



ZOMBIE HYENA



ZOMBIE LION (FEMALE)

### VITALITY POINTS

Mode	Easy	Normal	Hard	Very Hard
Single	800~1400	1000~1600	1200~1800	1500~2100
Network	1100~1700	1300~1900	1500~2100	1700~2300

### ATTACK POWER

Attack	Easy	Normal	Hard	Very Hard
Scratch	80~115	200~270	250~390	450~660
Pouncing	100~160	200~280	250~400	400~750
Dismissing Fling (Instant Death)	2000	2000	2000	2000
Rearing Back Attack	250~280	300~440	450~480	500~540

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# WEAPONS

The survivors of *Resident Evil Outbreak File #2* can attack their enemies by various means, using anything they can find that might serve as a useful weapon. This chapter catalogs all the possible items in the game that can cause damage to enemies, *not* including explosive elements in the environments.

## Basic Attack Power

The "Basic Attack Power" listed for each weapon and attack shows the points of damage subtracted from an enemy's total vitality points each time that an attack successfully strikes the target. The amount of damage inflicted changes based on the enemy struck and, in the case of firearms, the standing range from the target is also a factor. By comparing these figures to the vitality points of any enemy listed in the "Monsters" chapter or the boss monsters in the "Scenario" chapter, it's possible to determine the number of attacks required to defeat any foe.

For example, a Handgun subtracts 140 vitality points for each successful hit on a Zombie. In Normal difficulty, a Zombie may have anywhere from 600 to 850 vitality points, randomly determined by the game as the scenario begins. Therefore, you may need to attack a Zombie five to six times at close range to defeat it. Possessing less ammunition than this, it is wiser to run than stand and fight.

## Average Range Modifiers

The damage inflicted by firearms increases or decreases depending on the player character's range from the target. The table of average range modifiers illustrates how damage decreases based on distance from the target. For example, a Handgun inflicts 140 points of damage at close range (100%), 112 points at medium range (80%), and 84 points at long range. There are certain enemies that take more or less damage from specific firearms, and these variations are noted in the weapon description.

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## UNARMED ATTACKS

In addition to the use of weapons, characters can also employ unarmed attacks that cause smaller amounts of damage. Read the following section for all the details.

### UNARMED ATTACKS

#### MELEE WEAPONS

#### THROW WEAPONS


#### FIREARMS

#### CAPSULE SHOOTER

#### AMMUNITION

### Tackle

Basic Attack Power: 10

Many unarmed player characters can utilize the tackle attack. When unarmed and barehanded, hold the R1 button and press the  button to perform a tackle attack. The character lowers his or her left shoulder and flings their entire bodyweight forward. This attack causes only a small amount of damage.

The main benefit of this technique is that it will stun certain enemies, causing them to stagger backward several steps. While the enemy is stunned, take the opportunity to run past the foe and escape. The tackle is also the best way to knock down gates or barriers or break open locked doors when a key isn't available.



### Low Kick

Basic Attack Power: 20

All player characters can perform the low kick attack, also known as the "foot stomp". When unarmed and barehanded, hold the R1 button and press the Left Analog Stick or D-pad downward to lower the character's aim. Then press the  button to unleash a low kick on an enemy directly below the player character. This attack is most effective against small, crawling enemies.

In addition, this attack is great for finishing off Zombies that have fallen to the ground. After shooting or striking a Zombie enough times to cause it to faint, holster any equipped weapon and position the player character directly above the enemy's head or torso. Stomp the enemy repeatedly until the foe dies. Use this approach to conserve ammo.





## Kevin's Kick



**Basic Attack Power: 20**

Officer Kevin Ryman's special action enables him to kick an opponent. This attack inflicts double the damage as a normal tackle attack, and there is a strong possibility that this action may knock a Zombie or Hunter to the ground.



## Kevin's Elbow Tackle




**Basic Attack Power: 10-30**

When not equipped with a weapon, hold the R1 button and press the  button (when playing as Kevin) to lunge forward and deliver a powerful elbow jab to enemies. Hold the  button longer before releasing it to deliver a more powerful blow. While this attack delivers only slightly more damage to enemies than the standard tackle maneuver, it's more useful as a method for breaking down doors and obstacles.



## George's Tackle

**Basic Attack Power: 10-20**



Dr. George's special action involves a unique tackle attack. Hold the R1 or R2 button and hold the  button to execute this unique tackle when playing as George. While continuously holding the  button, George crouches low to the ground, rears back, and lunges forward with a powerful tackle that inflicts double the amount of damage than the standard tackle. The force of impact can knock a Zombie or Hunter to the ground. To attain this kind of force, however, the  button must be held long enough to perform the entire action. If the button is released too soon, the attack will resemble a regular tackle.



## David's Knife Combo

**Second Stab Attack Power: 80**



**Fourth Stab Attack Power: 120**

David's tricky four-stab Knife Combo attack can be performed while equipped with any knife. Hold the R1 button and press the  button to perform a regular knife attack, then press the  button the moment the first attack finishes to perform a second slash. While the first and third attack of this combo inflict the knife's normal amount of damage, the second and fourth attacks of the combo inflict greater damage than any knife usually inflicts alone.



## Yoko's Push Away

**Basic Attack Power: 10-20**

When her hands are free, Yoko can push away enemies. Hold the R1 button and press the  button to push an enemy. The longer the  button is held, the greater the damage inflicted and the more likely that an enemy will get knocked to the ground, allowing Yoko to escape.



## MELEE WEAPONS

Melee weapons include any normal object, tool, or piece of debris that the player character can pick up and equip as a weapon. Melee weapons only work at close range. Due to the danger of allowing enemies within close proximity of a character—especially in Network Mode—melee weapons require quite a bit more playing skill to use effectively while suffering no damage in return.

### Axe

**Basic Attack Power: 200**

Found in the "Flashback" scenario, this is the favorite weapon of the mysterious Axe Man. The Axe is by far one of the best melee weapons to use against the Huge Plant boss, inflicting 300% the normal amount of damage.



### Broken Crutch


**Basic Attack Power: 40**

This is a Crutch that has been used until it broke in half. The weapon has less than half the normal damage capability of a full Crutch. The Broken Crutch has a small amount of structural points that are reduced each time the weapon is used. When the structural points are entirely depleted, the weapon breaks to become the one-use throw weapon, called a Stick.



### Butcher Knife

**Basic Attack Power: 55**

This ordinary kitchen knife is available in most of the scenarios. With a Butcher Knife equipped, press the R1 or R2 button to aim and press the  button to execute a swiping cut attack. The Butcher Knife has only a small chance of causing an enemy to stagger away. David the plumber can combine a Butcher Knife with a Long Pole to create a powerful Spear, as long as he has Vinyl Tape pieces remaining. The Butcher Knife inflicts triple the amount of damage versus Nyx and the Huge Plant bosses.



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## Crutch

Basic Attack Power: 110



When equipped as a weapon, a player character holds this walking aid by the foot and swings the wood head of the Crutch into an enemy target. Successful attacks cause significant damage and stand a good chance of knocking a foe to the ground. Crutches have a large amount of structural points, which are consumed each time this weapon is used to successfully strike a foe. When its structural points are depleted, the Crutch breaks and becomes a Broken Crutch.

## Curved Iron Pipe

Basic Attack Power: 90



This is a 3-foot metal pipe in a slightly used condition. Due to its bend, this weapon has a slightly smaller range and less damage potential than a normal Iron Pipe. Curved Iron Pipes possess a variable amount of structural points. Each time a Curved Iron Pipe is used to damage a foe, it loses structural points. When its structural points are depleted, the Curved Iron Pipe changes shape to become the one-use throw weapon, called a Bent Iron Pipe.

## Hammer

Basic Attack Power: 240



A Hammer consists of an Iron Pipe and a Concrete Piece, assembled with Vinyl Tape by David the plumber. Only David has the ability to create this powerful weapon, although it can be found in a few scenarios. If David is an AIPC in Single Play mode, he creates this item if he possesses both an Iron Pipe and a Concrete Piece. The Hammer is heavy and slow to swing, plus it is difficult to aim upward or downward. However, a successful strike delivers severe trauma to an enemy, causing the foe to stagger backward and very likely fall to the ground. A Hammer has a certain amount of structural points, which diminish each time the weapon is used against a foe. Eventually, the weapon will break and become useless.

## Iron Pipe

Basic Attack Power: 110



A player character can equip this three-foot metal pipe and swing it at enemies, bashing them for small amounts of damage. The Iron Pipe has significant impact power and causes enemies to stagger backward with great frequency. Iron Pipes possess a variable amount of structural points. Each time an Iron Pipe is used to damage a foe, it loses structural points. When its structural points are depleted, the Iron Pipe changes shape to become the less powerful Curved Iron Pipe.

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## Flame Spray

Basic Attack Power: 150 + continuous fire damage



David the plumber can combine a Pesticide Spray, a Lighter, and a piece of Vinyl Tape to create a short-range flame thrower capable of setting enemies on fire. If David is an AIPC in Single Play mode, he creates this weapon automatically if given the correct items. Enemies lit on fire suffer the initial damage plus continuous fire damage for the duration they remain engulfed in flames. The Flame Spray can only be used nine times before it runs out of aerosol power and becomes useless.

## Long Pole

Basic Attack Power: 90




A player character can swing this five-foot broom handle in a wide arc to strike enemies at close range, with a high chance to cause the target to stagger backward. Long Poles possess a small amount of structural points that diminish each time it is used. When structural points are depleted, the Long Pole breaks in half to become a Wooden Pole.

## Folding Knife

Basic Attack Power: 42



The Folding Knife is the smallest weapon with the shortest range. David possesses one of these weapons in his Tool Tray and he can use it to execute a four-slash attack. Press the R1 or R2 button to aim, and press the  button to execute a swiping cut attack. The Folding Knife has only a small chance of causing an enemy to stagger back. The Folding Knife inflicts triple the amount of damage versus Nyx and the Huge Plant boss.

## Pesticide Spray

Basic Attack Power: 120



This aerosol can, which contains nine doses of insect exterminating gas, causes only 1% damage against most foes. However, it causes all enemies to stagger backward, allowing for an easy escape from sticky situations. The spray is fully effective only against insect types. Pesticide is 300% effective versus Mega Bites and 200% effective versus Giant Spiders, Scissor Tails and Wasps, although it is extremely difficult to employ against flying insects due to its limited range.

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## Scrub Brush

Basic Attack Power: 85



Player characters can use this long broom to push enemies backward, stunning foes and delivering small amounts of damage. Each Scrub Brush possesses a small variable amount of structural points. Each time a Scrub Brush is used to damage a foe, it loses structural points. When its structural points are depleted, the end of the Scrub Brush breaks off and the weapon changes shape to become a Wooden Pole. A Scrub Brush can only be used two or three times before it breaks.

## Spear

Basic Attack Power: 160



A Spear is a homemade weapon that the plumber David is capable of creating by combining a Long Pole, a Butcher Knife, and a piece of Vinyl Tape. When used as a weapon, the player character lunges forward and stabs an enemy in its upper torso or head region. A successful attack causes substantial damage to an enemy and frequently results in knocking the foe to the ground. A Spear has a large number of structural points, which are reduced each time the weapon is used successfully. When the structural points run out, the Spear breaks and becomes a Stick. A Spear inflicts double the normal amount of damage versus the Giant Leech boss.

## Square Timber

Basic Attack Power: 80




This weapon is a two-foot long piece of construction wood that can be swung like a club, with a good chance of knocking an opponent backward or to the ground. Square Timbers are slightly more resilient than other wooden melee weapons, meaning it takes longer for them to break and turn into a Stick.

## Stun Gun

Basic Attack Power: 120



Alyssa begins each scenario with this item in her possession. If encountered as an NPC in "Flashback", she drops the item on the ground when spoken to. When it is equipped, hold the R1 button and press the  button to deliver a massive charge to a target. The attack inflicts minor damage, but in most cases knocks the enemy to the ground and renders it "fainted" for several seconds. This weapon mainly allows Alyssa (or the user) to gain a few moments of freedom to explore the local environment and then escape. The Stun Gun is ineffective against Evil Shades and foot-grabbing ivy tentacles, but it inflicts triple damage against Lickers, the Suspended boss, and the amphibious Hunter enemy. The Stun Gun can be used eight times before it becomes useless; simply combine it with a Battery to reload it.

## Stun Rod

Basic Attack Power: 360




A Stun Rod is a homemade weapon that David the plumber can create out of an Iron Pipe, a Battery, and a piece of Vinyl Tape from his Tool Tray. If David is an AIPC in Single Play mode, he automatically creates a Stun Rod if he possesses the proper items. The Stun Rod is an elongated pole that the user can use to deliver a high voltage shock to an opponent. The electric jolt can knock an enemy to the ground and even cause them to enter "fainting" mode immediately. A Stun Rod can be used over a dozen times, after which time it becomes useless.

## Survival Knife

Basic Attack Power: 70



The Survival Knife is a military-grade, dual edge combat weapon. With a Survival Knife equipped, press the R1 or R2 button to aim and press the  button to execute a swiping cut attack. The Survival Knife has only a small chance of causing an enemy to stagger backward. This weapon is 300% effective versus Nyx and the Huge Plant boss.

## Wooden Pole

Basic Attack Power: 80



The Wooden Pole is a four-foot long piece of wood that can be used to attack enemies at extremely close range. There is a small possibility that each successful blow will cause the enemy to stagger backward. The limited number of structural points for Wooden Poles diminishes each time the weapon is used. When the structural points are entirely depleted, the weapon breaks, it becomes a one-use throwing weapon called a "Stick".

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## THROW WEAPONS

Throw weapons are one-use weapons that the player character can equip in the hand. When throwing a weapon at an enemy, the item travels in an arc to strike an enemy standing at medium range. Therefore, if the enemy is too close, the player character may accidentally toss the weapon over the foe. Position the player character at the proper range from an enemy when using throw weapons. Once a throw weapon is used, the player character becomes barehanded. Remember to equip another weapon to continue combat.

### Bent Iron Pipe

Basic Attack Power: 80

A Bent Iron Pipe is all that remains of a three-foot Iron Pipe after it has been used to the point at which the weapon is completely folded in half. Once an Iron Pipe is reduced to this state, the character can only throw it at enemies. However, a Bent Iron Pipe will most certainly cause an enemy to stagger or even fall to the ground. Bent Iron Pipes inflict double the amount of damage when used against the Giant Leech or the Suspended bosses.



### Chemical Bottle (Solvent)

Basic Attack Power: 300

This weapon is actually a scientific glass that is filled with a strange solvent found in the hospital during the "Flashback" scenario. To create it, use an Empty Chemical Bottle at the solvent dispenser found in the Pharmacy. When thrown at most foes, this chemical inflicts only minor damage. However, the solvent causes 300% damage to Green Zombies and the Huge Plant boss and 500% damage to other plants. This is the best weapon to use against the hospital's plant mutants, but due to a short supply of Empty Chemical Bottles, reserve their usage for bosses and other emergencies.



### Concrete Piece

Basic Attack Power: 200

A Concrete Piece is a chunk of debris that results from structural damage to buildings due to explosions and damage. When equipped in the hand and used to attack, the player character throws the Concrete Piece in a very high arc toward any enemy. Make sure to stand at medium to long range or the object may sail right over the enemy's head. On contact, a Concrete Piece breaks over an enemy's head, causing significant damage and perhaps knocking the foe down for a short period of time.



### Gray Chemical Bottle

Basic Attack Power: 600 + blast radius

These bottles are filled with an explosive substance. When thrown, the Gray Chemical Bottle travels in a high arc to strike a foe at medium to long range. Don't stand too close when throwing one of these bottles, or it will overshoot the target. On contact, the glass container shatters and inflicts massive damage to the target enemy. The resulting blast also affects enemies in close proximity to the target foe, so these weapons are good to use against groups. After throwing a bottle, the player character's hands become empty so remember to equip another bottle or another weapon following each throw.



### Molotov Cocktail


Basic Attack Power: 500 + continuous fire damage

Characters can combine a Newspaper with an Alcohol Bottle, then ignite this combination with a Lighter to create five Molotov Cocktails. When equipped and thrown, these glass firebombs shatter on impact and cover the target opponent and surrounding enemies with burning liquid. The Molotov Cocktail has a high arc when thrown, so stand at medium to long range away from foes. A small column of burning fire marks the location where the Molotov falls for a few seconds after it is thrown. Any foes who come in contact with the fire may suffer damage and become engulfed in flames as well.



### Monkey Wrench

Basic Attack Power: 200

The plumber David begins each scenario equipped with 12 of these weapons. David can throw Monkey Wrenches at enemies to inflict a decent amount of damage, cause the enemy to stagger backward, and possibly knock the foe to the floor. To make David toss a Monkey Wrench, hold the R1 button to aim at the closest enemy and press the  button to toss it. If David runs out of Monkey Wrenches, he loses this attack for the rest of the scenario.



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## Stick

Basic Attack Power: 40

A wood Stick is all that remains after a Scrub Brush, Crutch, or Square Timber has been used to repeatedly bash enemies, having broken several times. When a player character throws a Stick at an enemy, it causes only minor damage and will most likely force the target to stagger backward a few steps or fall to the ground.



## Yellow Chemical Bottle

Basic Attack Power: 500

Yellow Chemical Bottles are filled with metabolic acid. When thrown, the bottle travels in a high arc toward a foe at medium to long range. Don't stand too close when throwing a Yellow Chemical Bottle, or it might overshoot the foe. On contact, the glass container shatters and inflicts massive damage to the target enemy. Yellow Chemical Bottles inflict double the amount of damage to Hunter enemies.



## FIREARMS

Firearms are more effective than melee weapons at inflicting damage, and they can be used to combat enemies from a longer range. However, the damage inflicted may diminish if the distance between the player character and the enemy is great. Firearms require ammunition to operate and become useless when ammo runs out. If the player character has compatible ammunition on hand, press and hold the L1 button to reload the weapon.

## .45 Auto for Kevin

Magazine Size: 7 shots  
Compatible Ammunition: .45 Auto Rounds  
Basic Attack Power: 450



### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	90%	80%

Kevin's special .45 automatic pistol inflicts higher damage against enemies than the standard Handgun. However, ammunition for Kevin's weapon is extremely hard to find, so use this weapon conservatively. The .45 is best used to defeat the boss monster(s) of each scenario. By waiting for Kevin to readjust his aim between each shot, he can inflict almost double the damage with each attack. The .45 is not as effective at knocking down enemies, so monsters may continue to advance even while sustaining consecutive hits.

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## Assault Rifle

Magazine Size: 30 shots

Compatible Ammunition:

Assault Rifle Magazine

Basic Attack Power: 200

### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	80%	70%

Assault Rifles are located in a few locations in the "Underbelly" and "End of the Road" scenarios. The Assault Rifle fires a constant stream of high-power, long-range bullets as long as the trigger is held. Because of the weapon's tremendous kick, player characters cannot adjust aim while firing. Therefore, it is best to shoot this weapon in short bursts. As long as the character has an Assault Rifle Magazine, the Assault Rifle can be reloaded. However, bullets cannot be exchanged between clips. When the weapon is reloaded, the character can only switch magazines, exchanging the ammo quantity in the gun for the quantity in the extra clip. For this reason, it is best to reload the Assault Rifle only when it is completely empty.



## Burst Handgun

Magazine Size: 20 shots

Compatible Ammunition:

Handgun Rounds

Basic Attack Power: 130

### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	80%	60%

The Burst Handgun fires in three-shot bursts. Therefore, the damage caused in each burst is actually three times the basic attack power of the weapon, or 390 points per burst. Carry a large supply of Handgun Rounds while using this weapon, because it goes through bullets very quickly!



## Grenade Launcher

Magazine Size: 255 grenades

Compatible Ammunition: Burst Rounds, Flame Rounds, Acid Rounds

Basic Attack Power: Burst - 1200 + 350 explosion;

Flame - 1100 + 350 fire damage; Acid - 1000

### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	100%	100%

Grenade Launchers fire an exploding projectile in a straight line across long ranges. The explosive continues until it makes contact with a target or surface and fragments on impact. Therefore, a Grenade Launcher is extremely lethal when fired at any range. Grenade Launchers can be loaded with explosive Burst Rounds that damage the target plus all other hostiles in a close radius, or Acid Rounds that soak the target in metabolic acid. Acid Rounds are doubly effective against Hunters and Flame Rounds are 300% effective versus plants. Grenade Launchers can be reloaded with compatible grenades. While the player character can carry the launcher and all ammunition in a single item slot, he or she must reload the weapon following each attack. Ammunition for Grenade Launchers is extremely rare, so conserve ammo for it as much as possible.



## Handgun

Magazine Size: 15 shots

Compatible Ammunition: Handgun Rounds, Handgun

Magazine

Basic Attack Power: 140

### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	80%	60%

This lightweight automatic pistol is the most common firearm in the game. It fires standard 9mm parabeulum rounds, and there is a minor chance per attack that a successful strike will cause an enemy to stagger backward a step or two. The Handgun is an effective weapon against any foe in the game.



## Handgun GL

Magazine Size: 17 shots

Compatible Ammunition: Handgun Rounds, Handgun GL

Magazine

Basic Attack Power: 130

### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	90%	80%

This handgun appears in the "Underbelly" scenario, but only in Hard and Very Hard modes. Although its attack is slightly weaker than that of the standard Handgun, its extended range enables the user to inflict greater damage to enemies at longer range and the higher magazine capacity helps, too. Using this handgun is somewhat like using Mark's custom weapon.



## Handgun HP

Magazine Size: 13 shots

Compatible Ammunition: Handgun Rounds, Handgun HP

Magazine

Basic Attack Power: 150

### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	100%	100%

Inarguably the most powerful 9mm handgun available in the game, the only drawback of this weapon is that it suffers from the lowest magazine capacity. This weapon is the standard shooter found in the R.P.D. during the "Desperate Times" scenario.



## Handgun SG

Magazine Size: 13 shots

Compatible Ammunition:

Handgun Rounds

Basic Attack Power: 160

### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	60%	40%

This rare semi-automatic pistol appears in the "Flashback" scenario, but only in Hard and Very Hard modes. The Handgun SG inflicts higher damage at closer range than the more common Handgun. However, at medium and long range it causes less damage to foes than the common Handgun. Adjust your attack strategy accordingly.





## Hunting Rifle

Magazine Size: 2 shots

Compatible Ammunition: Rifle Rounds

Basic Attack Power: 1800

This weapon is a long-range rifle suitable for hunting big



### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	100%	100%

game in the wilds. It fires special explosive rounds that shatter on impact, creating maximum damage. This weapon is excellent for hunting Zombie Lions in the Raccoon City Zoo during "Wild Things".

## Magnum Handgun

Magazine Size: 7 shots

Compatible Ammunition:

None available

Basic Attack Power: 900



### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	90%	80%

This weapon has a seven-shot capacity, but comes loaded with less ammo in tougher difficulty modes. There is no ammunition available to reload it, so use this weapon conservatively. This 50-caliber Desert Eagle produces such a powerful kick that any character except Kevin will need a moment to recover between attacks.

## Magnum Revolver

Magazine Size: 6 shots

Compatible Ammunition:

Magnum Revolver Rounds

Basic Attack Power: 1000



### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	90%	80%

This six-shot, high-caliber revolver is located in the alleyway near the end of the "Outbreak" scenario. When fired, the weapon produces such a powerful kick that any character except Kevin needs a moment to recover between shots. One attack with this weapon will likely kill a Zombie. Extra ammunition for this weapon is only available while playing on the Easy difficulty level.

## Mark's Custom Handgun

Magazine Size: 15 shots

Compatible Ammunition: Handgun Rounds, Handgun Magazine

Basic Attack Power: 130



### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	90%	80%

Mark has customized his standard-issue 9mm automatic pistol to inflict better damage to targets standing at long range. Otherwise, Mark's weapon is identical to the normal Handgun, and it is compatible with all the same ammunition. Mark's Handgun is equally effective against all enemies.

## Revolver

Magazine Size: 5 shots

Compatible Ammunition: Revolver Rounds, Revolver S. Loader

Basic Attack Power: 200



### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	70%	50%

The Revolver is an extremely powerful handgun that fires specialized rounds. This weapon creates more damage at close range, but ammunition is difficult to find. This weapon appears in the "Wild Things" scenario, but only in Hard and Very Hard modes.

## Rocket Launcher

Magazine Size: 1 missile

Compatible Ammunition:

None available

Basic Attack Power: 6400



### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	100%	100%

The Rocket Launcher can be obtained in two locations during the "End of the Road" scenario. This is a shoulder-mounted, surface-to-air missile launcher that easily eliminates most foes instantly, but it should be reserved for use against boss enemies. While holding the Rocket Launcher, press and hold the R1 button to aim at a monster. The player character will then drop to one knee and heft the Rocket Launcher onto his or her right shoulder. This procedure takes just a brief moment, so adjust your aim using the L1 button if the target moves. One shot is all you get and no reloading ammunition is available.

## Shotgun

Magazine Size: 7 shots

Compatible Ammunition:

Shotgun Rounds

Basic Attack Power: 700



### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	60%	10%

The Shotgun is an extremely powerful firearm that emits a cone-shaped blast of shrapnel that is capable of damaging multiple foes in the line of fire. However, the Shotgun is extremely weak at longer ranges, so let enemies get rather close to get the best results from it. The Shotgun is 150% effective against Lickers at close range, but only 40% effective at medium range.

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## Shotgun E

Magazine Size: 7 shots  
Compatible Ammunition: Shotgun Rounds  
Basic Attack Power: 600

### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	50%	30%

This standard, pump-action hunting shotgun fires 12-gauge shells. With the stock, the user can aim better and therefore inflict greater damage at long range than the other assault style Shotgun. The Shotgun E is 150% effective against Lickers at close range, but only 40% effective against them at medium range.



## Sub Machine Gun

Magazine Size: 30 shots  
Compatible Ammunition: Handgun Rounds, Sub Machine Gun Magazine  
Basic Attack Power: 120

### AVERAGE RANGE DAMAGE MODIFIERS

Short R.	Med. R.	Long R.
100%	50%	30%

This weapon fires a constant stream of 9mm parabellum bullets as long as the button is held down. While firing, you can adjust the aim to the left or right, up or down. The Sub Machine Gun can be reloaded with Handgun Rounds or a Sub Machine Gun Magazine.



## Capsule Shooter (Red)

Magazine Size: 255 pills  
Compatible Ammunition: Recovery Medicine, Hemostat, Antidote, Anti Virus  
Basic Attack Power: 0

When the Capsule Shooter is loaded with Hemostat pills, the projectile weapon can be used to cure other player characters with Bleeding status. When fired at enemies, it inflicts no damage; however, the force of impact may knock a foe to the ground, allowing for escape.



## Capsule Shooter (Green)

Magazine Size: 255 pills  
Compatible Ammunition: Recovery Medicine, Hemostat, Antidote, Anti Virus  
Basic Attack Power: 500

When the Capsule Shooter is loaded with Antidote pills, the user can cure other player characters of Poison status. When fired at an ally, no damage is sustained. However, when it is fired at certain enemies capable of inflicting poison status, the attack severely damages or instantly kills them. Affected enemies include Flying Bugs, the black poisonous variety of Mega Bites, Scissor Tails, Giant Spiders and Wasps.



## Capsule Shooter (White)

Magazine Size: 255 pills  
Compatible Ammunition: Recovery Medicine, Hemostat, Antidote, Anti Virus  
Basic Attack Power: 1000

When the Capsule Shooter is loaded with Anti Virus pills, the user can suppress the rise of the T-virus in other player characters for a short period of time. When fired at an ally, no damage is sustained, but enemies will incur severe damage or even death. One thousand vitality points of damage are inflicted against most enemies except Zombies and Thanatos. Against Zombies, the attack inflicts 2000 points of damage or instant death, and while the Thanatos will sustain about 400 points of damage.



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## CAPSULE SHOOTER

George's Extra Item is the Capsule Shooter. This healing weapon can be loaded with various recovery pills. The Capsule Shooter enables the good doctor—or any other player character—to dispense healing from a distance. Player characters equipped with the Capsule Shooter can aim at other player characters (press the R1 button) and not at enemies. When the button is pressed, the user fires a pill into the target, healing or curing them. Note that it's possible to aim at enemies, too. Certain pills can damage or kill specific enemies, as detailed in the following section. The name and function of the Capsule Shooter changes depending on the type of pills loaded.

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## Capsule Shooter (Blue)

Magazine Size: 255 pills  
Compatible Ammunition: Recovery Medicine, Hemostat, Antidote, Anti Virus  
Basic Attack Power: 1000

When the Capsule Shooter is loaded with Recovery Medicines, the launcher can be fired at allies to restore health. A quick check of the status screen before it is used is recommended to ensure that pills are not wasted. This shooter has no effect against enemies.





# AMMUNITION

This section identifies and details the various rounds of ammunition that allow usage of the firearms listed in the previous section.

## 45 Auto Rounds

Compatible Firearms: 45 Auto for Kevin

These boxes of .45 caliber bullets are compatible with Kevin's custom automatic pistol. During the reload process, Kevin inserts them into the gun through the barrel, one at a time. The 45 Auto Rounds are not abundantly available, appearing only once or twice in each scenario.

## 45 Auto Magazine

Compatible Firearms: 45 Auto for Kevin

This is a clip of .45 caliber bullets that fits into Kevin's custom automatic pistol. During the reload process, Kevin inserts the entire clip into the weapon in one smooth motion, requiring less reload time. A 45 Auto Magazine can be reloaded by combining it with a box of 45 Auto Rounds. The 45 Auto Magazines appear only on rare occasions.

## Acid Rounds

Compatible Firearms:  
Grenade Launcher

This is a portable canister that contains acid-filled grenades, compatible with a Grenade Launcher. Acid Rounds must be combined with a Grenade Launcher prior to combat. The character reloads the launcher between each shot. If additional quantities of Acid Rounds are not combined with the Grenade Launcher prior to combat, the character will not reload them automatically. Acid Rounds shatter on contact with an enemy, causing intense acid damage to the foe. This type of ammunition appears very rarely.

## Assault Rifle Magazine

Compatible Firearms: Assault Rifle

This clip full of bullets is only compatible with a fully automatic Assault Rifle. During the reload process, the player character will switch magazines. At this time, the quantity of ammo in the extra magazine is exchanged for the quantity in the weapon. Therefore, it is advisable to reload the Assault Rifle only when the magazine in the gun is empty. This way, empty magazines can be discarded.

## Burst Handgun Magazine

Compatible Firearms: Burst Handgun

This is a clip that enables a player character to reload a Burst Handgun in one single motion. Requiring less time to reload, the magazine makes the player character less vulnerable to enemy attack. An empty Burst Handgun Magazine can be reloaded by combining it with a box of Handgun Rounds.

## Burst Rounds

Compatible Firearms:  
Grenade Launcher

This is a portable canister that contains explosive grenades, compatible with a Grenade Launcher. Burst Rounds must be combined with a Grenade Launcher prior to combat. The character reloads the launcher between each shot. If additional quantities of Burst Rounds are not combined with the Grenade Launcher prior to combat, the character will not reload them automatically. Burst Rounds explode on contact with an enemy, causing intense damage to the foe as well as additional fragmentation damage to surrounding enemies in close proximity. This type of ammunition appears very rarely.

## Flame Rounds

Compatible Firearms:  
Grenade Launcher

This is a portable canister that contains grenades, compatible with a Grenade Launcher. Flame Rounds must be combined with a Grenade Launcher prior to combat. The character reloads the launcher between each shot. If additional quantities of Flame Rounds are not combined with the Grenade Launcher prior to combat, the character will not reload them automatically. Flame Rounds shatter on contact with an enemy, igniting and releasing a combustible gel that covers a foe and engulfs it in flame. Additional enemies in close proximity may also be damaged and set afire. This type of ammunition appears very rarely.

## Handgun Rounds

Compatible Firearms: Handgun, Mark's Custom Handgun, Handgun GL, Handgun HP, Handgun SS, Burst Handgun, Sub Machine Gun

This is a box of 9mm parabellum rounds, compatible with most semi-automatic handguns in the game, plus the Sub Machine Gun. When used to reload a compatible weapon, the character inserts the bullets into the chamber one at a time. This is an extremely common ammunition type, appearing frequently in all scenarios.

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## Handgun Magazine

Compatible Firearms: Handgun,  
Mark's Custom Handgun

The Handgun Magazine is a clip that enables a player character to reload a normal Handgun in a single, quick motion. With less time to reload, the player character is less vulnerable to enemy attack and can move faster. An empty Handgun Magazine can be reloaded by combining it with a box of Handgun Rounds.

## Handgun GL Magazine

Compatible Firearms: Handgun GL

The Handgun GL Magazine is a clip that enables a player character to reload a Handgun GL in a single, quick motion. With less time to reload, the player character is less vulnerable to enemy attack and can get moving quicker. An empty Handgun GL Magazine can be reloaded by combining it with a box of Handgun Rounds.

## Handgun HP Magazine

Compatible Firearms: Handgun HP

This is a clip that enables a player character to reload a Handgun HP in one single, quick motion. With less time to reload, the player character is less vulnerable to enemy attack and can get moving quicker. An empty Handgun HP Magazine can be reloaded by combining it with a box of Handgun Rounds.

## Handgun SG Magazine

Compatible Firearms: Handgun SG

This clip enables a player character to reload a Handgun SG in one single, quick motion. With less time to reload, the player character is less vulnerable to enemy attack and can get moving quicker. An empty Handgun SG Magazine can be reloaded by combining it with a box of Handgun Rounds.

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## Magnum Handgun Rounds

Compatible Firearms: Magnum Handgun

This is a box of .44 caliber magnum rounds compatible with the Magnum Handgun. During the reloading animation, the character reloads them into the revolver's chamber one bullet at a time, then cocks the barrel.

## Magnum Handgun Magazine

Compatible Firearms: Magnum Handgun

This clip enables a player character to reload a Magnum Handgun Magazine in one motion. Requiring less time to reload, the magazine makes the player character less vulnerable to enemy attack. Reload an empty Magnum Handgun Magazine by combining it with a box of Magnum Handgun Rounds.

## Magnum Revolver Rounds

Compatible Firearms: Magnum Revolver

This is a box of .44 caliber magnum rounds compatible with the Magnum Revolver. During the reloading animation, the character reloads them into the revolver's chamber one bullet at a time, then snaps the chamber shut.

## Magnum Revolver S. Loader

Compatible Firearms: Magnum Revolver

This is a speed loader that enables a player character to reload a Magnum Revolver more quickly than inserting one bullet at a time. With faster reloading, this device allows the player character to resume attacking with less vulnerability time. An empty Magnum Revolver S. Loader can be reloaded by combining it with a box of Magnum Revolver Rounds.

## Revolver Rounds

Compatible Firearms: Revolver

This box of bullets is compatible with the Revolver. When used to reload the Revolver, the character inserts the bullets into the chamber one at a time. This is an extremely rare ammunition type, appearing only in the "Wild Things" scenario during Hard and Very Hard modes.

## Revolver S. Loader

Compatible Firearms: Revolver

This speed loader enables a player character to reload a Revolver more quickly than inserting one bullet at a time. With faster reloading, this device allows the player character to resume attacking with less vulnerability time. An empty Revolver S. Loader can be reloaded by combining it with a box of Revolver Rounds.

## Rifle Rounds

Compatible Firearms: Hunting Rifle

This box of rifle cartridges is compatible with the Hunting Rifle. While reloading the Rifle, the character inserts the shells one at a time into the weapon. Rifle Rounds appear only in the "Wild Things" scenario, and special means must be undertaken to obtain a sufficient supply.

## Shotgun Rounds

Compatible Firearms: Shotgun

This box of 12-gauge shotgun shells is compatible with a Shotgun. When used to reload a Shotgun, the character inserts the shells one at a time into the weapon. Shotgun Rounds are not readily available, appearing only three or four times in scenarios where Shotguns are found.

## Sub Machine Gun Magazine

Compatible Firearms: Sub Machine Gun

This is a clip that enables a player character to reload a Sub Machine Gun in one motion. Requiring less time to reload, the magazine makes the player character less vulnerable to enemy attack. Reload an empty Sub Machine Gun Magazine by combining it with a box of Handgun Rounds.

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# RECOVERY ITEMS

When characters suffer damage from enemy attacks, their vitality points are reduced. After several attacks are sustained, a character may lose enough vitality points that his or her status becomes worse. Status reduction and the infliction of special statuses (such as Poisoning or Bleeding) can affect the posture and movement speed of a character.

Characters have the ability to recover lost vitality and improve their status through the use of recovery items. These items come in a variety of forms and uses, including First Aid Sprays that restore complete health and various herbs that grow naturally in the region that restore partial vitality and cure Poisoning. Characters can combine herbs to form compounds to regain greater amounts of vitality points and remove Poison status. For example, a Handgun subtracts 140 vitality points for each successful hit on a Zombie. In Normal difficulty, a Zombie may have anywhere from 600 to 850 vitality points, randomly determined by the game as the scenario begins. Therefore, you may need to attack a Zombie five to six times at close range to defeat it. Possessing less ammunition than this, it is wiser to run than stand and fight.

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Even if a character remains at full health for the duration of the scenario, there is always the accumulating threat of the virus gauge. At the start of each scenario, every player character is infected with the T-virus that transforms ordinary citizens into zombies. As time passes, the amount of virus in the person's bloodstream gradually increases. Contact with virulent enemies also increases the virus amount by leaps and bounds. If the virus gauge reaches 100%, the character dies and becomes a zombie. After approximately 10 minutes, even a zombie player character falls dead and the game ends. However, various medicines in pill form will stop the natural accumulation of the virus for short or long durations of time. Additionally, a player in control of Dr. George Hamilton can create various recovery medicines and Anti Virus pills with his Medical Set.

Understanding the nature of recovery items and knowing the means by which to make greater recovery items is essential to a character's survival. This chapter explains the use and creation of recovery items. Always carry some sort of recovery item at all times, since the monsters of Umbrella are more unpredictable than ever!

## CHARACTER STATUS

Each player character begins the scenario with a predetermined number of vitality points. As a character suffers damage from the attacks of enemies, the number of vitality points is reduced. When the vitality points of the character drop below a certain percentage, the character may drop in "status". Status reduction affects the way a character moves and acts. If a recovery item is potent enough, a character might regain enough vitality points to gain an improvement in status.

Notice in the "Characters" chapter that some characters start with more vitality than other characters. The female characters are especially handicapped in terms of vitality points. Characters possessing fewer vitality points drop in status after less hits than a stronger character, such as the male characters. Therefore, a female character starts limping and loses the ability to run after just a few hits. Keep these differences in mind when choosing a character at the start of the scenario and adjust your playing strategy to suit the specifics of a character.

### Levels of Status

As a character's status drops, the status meter on the Status Screen changes in both wording and color. The character's posture and movement speed is also affected. Characters who cannot move very fast

are more likely to be overtaken by enemies and killed. Characters with extremely low vitality lose the ability to carry other player characters and NPCs.

If a character is reduced to zero vitality points, he or she loses the

ability to stand and equip weapons. The fallen character can only crawl around on the ground or use recovery items. New in *File #2*, crawling characters can pick up recovery items by getting close enough to them. As a character crawls, his or her virus meter increases at a hasty rate. Crawling characters can be picked up and carried by healthier allies, restoring the rate of virus infection to normal. So if your comrades are crawling on the ground, pick them up to increase their chance of survival.







The character has a Fine status condition, standing upright and ready to run.



The character has dropped to a Caution status condition and leans slightly.



The character has dropped to a Danger status condition, leaning over badly and holding his side. At this stage, the abilities to run and carry other characters are lost.



The character has no physical strength left and crawls on the ground. Viral infection rate will reach 100% in mere moments, as displayed in the lower-right corner of the screen.

## STATUS LEVELS

Status	Color	Phys. Strength	Condition
FINE	Green	100% - 75%	Perfect
CAUTION	Yellow	74% - 50%	Leaning
CAUTION	Orange	49% - 25%	Holding side, can't run
DANGER	Red	24% - 0%	Holding side, walk speed down

## Special Status Ailments

In addition to health-related status, there are also special status ailments that enemies can inflict on the characters. Special status ailments can be cured immediately through the use of specific items, or they will abate after a long period of time.

**POISON:** When afflicted with "POISON" status, the character's vitality continuously falls. As vitality points are lost, characters may drop to lower status levels and eventually lose the ability to move or run normally. Poison can be cured immediately by using a Blue Herb, a Mixed Herb compound containing a Blue Herb, or by using an Antidote pill.



**BLEED:** A character in "BLEED" status leans over badly and loses the abilities to run and carry other characters, as if in DANGER status. As the character moves, he or she leaves behind blood splatters on the floor. Certain enemies can follow this trail of blood directly to the bleeding character. Bleed status can be inflicted by the attacks of most enemies. A player character inflicted with Bleed status loses additional vitality points gradually as time passes at a rate of 5 points per second. This status will eventually subside, abating more quickly if the player character stands still for a short period of time. Bleed status can last anywhere from 40 to 150 seconds. Bleed status can be cured immediately if Cindy, or another player character possessing the Bandage, carries the afflicted character. Use of a Hemostat pill also removes Bleed status instantaneously.



## MEDICINES AND HERBS

If your character is only slightly damaged, it is a bit wasteful to administer recovery items to heal the character. As a general rule of thumb, only use recovery items on your character or someone else when a character's posture or movement speed is affected.

### Combining Herbs

The most plentiful recovery items are the medicinal herbs that grow in the region surrounding Raccoon City. Although these native plants are not very useful alone, they produce great results when they are ground up and combined in powder form.

To combine any two herbs, select one herb and choose the "Combine" command. Move the second cursor to the herb you wish to combine with, and press the  $\times$  button to create a Mixed Herb. Single herbs can be added to mixed herb compounds of two herbs.



Herbs can also be mixed during the act of picking up a second herb from the environment. While picking up an herb, select the item space where a compatible herb is stored and press the  $\times$  button. Choose the "Yes" option

when asked if you want to combine herbs. The new herb is automatically combined with the herb currently in your inventory, provided the two are compatible for mixing.

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## Creating Medicines



Dr. George Hamilton can convert herbs and mixed herb compounds into useful medicine pills with his Medical Set. First, select George's Medical Set and choose the "Mix" command. Then select the herb or herb compound you

wish to convert and give it a try. A complete list of the medicines George can make is available in the "Characters" chapter. Medicines can also be found in various locations.

### Green Herb



Green Herbs enable player characters to restore a small amount of vitality points. A single Green Herb may be enough to raise a character's status to a better level, so keep one handy at all times. Green Herbs, which are plentiful in Raccoon City, can be combined with other Green Herbs to conserve inventory space. When combined with Red Herbs, Green Herbs form powerful compounds. Green Herbs can also be combined with Blue Herbs to provide health and poison recovery simultaneously.

### Blue Herb



Blue Herbs remove poison status from a character. These herbs can also be combined with Green Herbs for simultaneous health recovery and poison cure. Blue Herbs can also be combined with Green-Green and Green-Red compounds to add poison recovery to any mix. Although Blue Herbs can be mixed with Red Herbs, there is no additional effect gained from this mixture.

### Red Herb



Red Herbs are entirely ineffective on their own, but when combined with Green Herbs they increase the potency of mixtures by more than double. A Red Herb can be mixed with a Green Herb or a Green-Blue Mixed Herb compound. While a Red Herb can also be mixed with a lone Blue Herb, there is no added benefit to the mixture.

### First Aid Spray



This powerful pharmaceutical spray produced by the Umbrella Corporation fully restores any player character's physical strength points completely. A First Aid Spray can also be equipped in the hand of a player character and sprayed on a passing character to restore that character's health. To do this, equip the spray using the "Equip" command, then point the spray at a nearby character by holding R1 or R2. Press the Action button to spray the character when he or she is somewhat close. During Infinity Mode, a First Aid Spray can be equipped and sprayed on other characters as often as possible. However, if the player character uses the item upon him or her self, it still disappears as usual. First Aid Sprays are not as plentiful as the various herbs, so their use should be restricted.

### Recovery Medicine



This blue-white pill enables a player character to recover physical strength, similar in effect to a single Green Herb. However, the main benefit of Recovery Medicines over Green Herbs is a character can carry multiple pills in a single item slot on the Status Screen. Additionally, George can create Recovery Medicine pills by mixing a single Blue Herb with his Medical Set. So if great quantities of Blue Herbs are floating around but no one is poisoned, the doctor can convert the herbs into these more useful pills.

### Hemostat



George can create these red-white pills by combining Red Herbs with his Medical Kit. A Hemostat instantly stops bleeding, allowing an inflicted character to return to normal movement speed if possible. Multiple Hemostats can be carried in a single item slot on the Status Screen.

### Antidote



This white-green pill negates poison status inflicted on an individual. George can create these pills by combining Green Herbs with his Medical Kit. Thus, if player characters are poisoned and no one has any Blue Herbs, the doctor can still cure patients using the plentiful green plant found throughout Raccoon City. Multiple Antidotes can be carried in a single item slot on the Status Screen.



## Anti Virus



This small white pill halts the progression of the virus gauge for a short period of time, roughly 1 minute and 30 seconds. The overall effect is that the player character now has more game time to explore the environment and fight enemies before the virus reaches 100%. When an Anti Virus medicine is found, use it immediately to generate more time to complete the scenario's objectives. If attacked by an enemy, the effects of the Anti Virus subside and the gauge resumes its gradual rise. George can produce Anti Virus medicines by combining Green and Blue Herbs into a Mixed Herb, then combining the result with his Medical Set. Multiple Anti Virus medicines can be carried in a single item slot on the Status screen.

## Recovery Medicine Base



George can combine a Recovery Medicine Base with his Medical Set to create a Recovery Medicine. Otherwise, the Recovery Medicine Base has no other use to the other characters.

## RECOVERY ITEM TABLE

Item	Effect	Vitality Pts. Recov.
Green Herb	Recovery	500
Blue Herb	Cure Poison	0
Red Herb	Material	0
Mixed Herb (G + G)	Recovery	1000
Mixed Herb (G + G + G)	Recovery	1700
Mixed Herb (G + R)	Recovery	2000
Mixed Herb (R + B)	Cure Poison	0
Mixed Herb (G + B)	Cure Poison, Recovery	500
Mixed Herb (G + G + B)	Cure Poison, Recovery	1000
Mixed Herb (G + R + B)	Cure Poison, Recovery	2200
First Aid Spray	Cure Bleeding, Recovery	9000
Recovery Medicine	Recovery	800
Hemostat	Cure Bleeding	0
Antidote	Cure Poison	0
Anti Virus	Stops virus gauge (1:30)	0

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# ITEMS: KEYS AND MISCELLANEOUS

This chapter contains information regarding keys that unlock doors, objects that solve puzzles, and various other items not covered in other chapters of this book.

## KEYS AND KEY ITEMS

The following is an alphabetical list of all the items in the game that unlock a door, allow completion of an objective, or open a new area of the game.

### Ace Key



**SCENARIO: "DESPERATE TIMES"**

#### Usage

The Ace Key unlocks the safe in the Waiting Room on the second level of the R.P.D. precinct house. The key is typically found near the corpse of the dead dog trainer in the Kennel after the five jeweled plates are used at the fountain. However, in some difficulty modes the location changes.

### Administrator's Office Key



**SCENARIO: "FLASHBACK"**

#### Usage

Unlocks the door located just inside the Administrator's Office on 2F of the hospital.

### Alligator Key



**SCENARIO: "WILD THINGS"**

#### Usage

Enables player characters to unlock the north door between the North Concourse and the Path in Front of Observation Deck areas.

### Amethyst Plate



**SCENARIO: "DESPERATE TIMES"**

#### Usage

One of five jeweled plates that must be set into the base of the fountain statue in the Main Hall of the R.P.D. to reveal the escape crawlspace.

### Auxiliary Building Key



**SCENARIO: "FLASHBACK"**

#### Usage

A key that unlocks the north door on the east side of the Auxiliary Building 1F Hall.

### B2F Key



**SCENARIO: "UNDERBELLY"**

#### Usage

Unlocks the door at the north end of the B1F level of the Employee Area inside the subway station.

### Blank Tape



**SCENARIO: "WILD THINGS"**

#### Usage

A blank cassette tape. When the Blank Tape and Parade BGM Tape are both in your possession, examine the dubbing equipment at the back of the sound booth in the Elephant Stage area to duplicate the Parade BGM Tape.

### Bolt Cutter



**SCENARIO: "WILD THINGS"**

#### Usage

Enables player characters to cut the chain that locks the rear gate of the Raccoon City Zoo, as well as the chain that bars the north door of the Show Animal's Boarding House.

### Crowbar



**SCENARIO: "END OF THE ROAD"**

#### Usage

A heavyweight prying instrument capable of chiseling or bending plate metal. Can be used to open the damaged panel at the north end of the East Passage 2 area. This item is optional, since the panel can also be broken open with tackle or special attacks.

### Elephant Key



**SCENARIO: "WILD THINGS"**

#### Usage

Unlocks the door between the East Concourse and the Elephant Stage areas in the Raccoon City Zoo.



## Emerald Plate



SCENARIO: "DESPERATE TIMES"

### Usage

One of five jeweled plates that must be set into the base of the fountain statue in the Main Hall of the R.P.D. to reveal the escape crawlspace.

## Employee Area Key



SCENARIO: "UNDERBELLY"

### Usage

Unlocks either door to the Employee Area of the subway station, either in the West Concourse or the East Concourse of the B1F level.

## Examination Room Key



SCENARIO: "END OF THE ROAD"

### Usage

Unlocks the west door in the Waiting Room area of the Umbrella Research Facility, which leads to the Examination Room. Typically found in the Reference Room.

## Film A



SCENARIO: "DESPERATE TIMES"

### Usage

One of five pieces of evidence that can be given to Ben the reporter in the Holding Cells in exchange for weapons and supplies. The item obtained is dependent on the number of Film items given to Ben.

## Film B



SCENARIO: "DESPERATE TIMES"

### Usage

One of five pieces of evidence that can be given to Ben the reporter in the Holding Cells in exchange for weapons and supplies. The item obtained is dependent on the number of Film items given to Ben.

## Film C



SCENARIO: "DESPERATE TIMES"

### Usage

One of five pieces of evidence that can be given to Ben the reporter in the Holding Cells in exchange for weapons and supplies. The item obtained is dependent on the number of Film items given to Ben.

## Film D



SCENARIO: "DESPERATE TIMES"

### Usage

One of five pieces of evidence that can be given to Ben the reporter in the Holding Cells in exchange for weapons and supplies. The item obtained is dependent on the number of Film items given to Ben.

## Founder's Emblem (Oral)



SCENARIO: "UNDERBELLY"

### Usage

Typically found near the wreckage of the train that crashes into the Platform after power is restored in the subway station. The flames must be extinguished by reactivating the water flow to the emergency sprinkler system. One of two medals required in separating the subway car from the wrecked train in the Platform area.

## Founder's Emblem (Werner)



SCENARIO: "UNDERBELLY"

### Usage

Typically found in the B2F Passage outside the Pump Room, after the floodwaters have been drained. One of two medals required in separating the subway car from the wrecked train in the Platform area.

## ID Card Lv1



SCENARIO: "END OF THE ROAD"

### Usage

The identification card of a low-level Umbrella Researcher. Swipe this card at security card readers to unlock the doors between the Central Passages, as well as the door leading to the Experimentation Chamber.

## ID Card Lv2



SCENARIO: "END OF THE ROAD"

### Usage

Carter's identification card. Swipe this card at the security card reader at the northeast end of East Passage 1 to unlock the door leading to the "Passage in Front of Elevator" area.

## Joker Key



SCENARIO: "DESPERATE TIMES"

### Usage

The Joker Key unlocks any locked door inside the R.P.D. precinct building. It is located inside the locker only Kevin can open, and sometimes other places in harder modes.

## Lion Emblem (Blue)



SCENARIO: "WILD THINGS"

### Usage

One of two emblems that fit into the bases of the lion statues in the Front Gate Plaza. When both emblems are used, the north exit of the Raccoon City Zoo opens.

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### Lion Emblem (Red)



SCENARIO: "WILD THINGS"

#### Usage

One of two emblems that fit into the bases of the lion statues in the Front Gate Plaza. When both emblems are used, the north exit of the Raccoon City Zoo opens.

### Lion Key



SCENARIO: "WILD THINGS"

#### Usage

Enables player characters to unlock the southeast door of the South Concourse area of the Raccoon City Zoo.

### Mr. Raccoon Medal



SCENARIO: "WILD THINGS"

#### Usage

Mr. Raccoon Medals are normally given to children visiting the Raccoon City Zoo and, therefore, they are scattered in various locations throughout the park. Examine the mascot statue on the administrator's desk in the Inner Office, and insert the number of medals displayed on the statue's base to move one of the colored paintings in the office to reveal hidden items, including a door key or ammunition.

### MO Disk



SCENARIO: "END OF THE ROAD"

#### Usage

A high encryption data disk capable of storing complex programming. Can be inserted into various computers in the Umbrella Research Facility to record or transmit a variety of data.

### MO Disk (Code A)



SCENARIO: "END OF THE ROAD"

#### Usage

A high encryption data disk decrypted with the essential code required for programming the combat mode of a Tyrant. Obtained by inserting an MO Disk into the computer in the Mainframe room.

### MO Disk (Code B)



SCENARIO: "END OF THE ROAD"

#### Usage

A high encryption data disk decrypted with the essential code required for programming the combat mode of a Tyrant. Obtained by inserting an MO Disk (Code A) into the computer at the Observation Mezzanine.

### Model Grenade Launcher



SCENARIO: "END OF THE ROAD"

#### Usage

A facsimile of a Grenade Launcher, made of the same size and weight. When the real Grenade Launcher is taken from the wall brackets in the Nursery room, the doors seal shut. To leave the room, examine the same spot and choose the option to set the Model Grenade Launcher in place. David can combine the Model Grenade Launcher with his Junk Parts to make a functional Grenade Launcher, thus skipping the need to take the weapon from the Nursery.

### Model Train Wheel



SCENARIO: "UNDERBELLY"

#### Usage

A small train wheel facsimile that is used to rotate the gears on the rooftop of the ventilation tower connected to the subway station to lower the escape ladder.

### Office Key



SCENARIO: "WILD THINGS"

#### Usage

Unlocks the east door of the office building of the Raccoon City Zoo. Required in Hard and Very Hard modes only.

### Onyx Plate



SCENARIO: "DESPERATE TIMES"

#### Usage

One of five jeweled plates that must be set into the base of the fountain statue in the Main Hall of the R.P.D. to reveal the escape crawlspace.

### Padlock Key



SCENARIO: "DESPERATE TIMES"

#### Usage

Appears in front of Marvin at the Police Station Front Entrance after the five jeweled plates are used at the fountain in the Main Hall. Unlocks the gated portion of the Rooftop, where the Plywood Boards are usually stored.



## Parade BGM Tape



SCENARIO: "WILD THINGS"

### Usage

When inserted into one of the tape players on the carts at either end of the Raccoon City Zoo's Front Gate area, the music draws the Zombie Elephant away from other player characters and toward the cart. The Zombie Elephant then attacks the cart, creating a small explosion that severely damages the elephant and anyone standing in range. A copy of the Parade BGM Tape can be made in the sound booth of the Elephant Stage by using a Blank Tape at the dubbing machine while also possessing the Parade BGM Tape.

## Pendant



SCENARIOS: "FLASHBACK"

### Usage

Wait in the forest area for 15 minutes until the Suspension Bridge collapses, then enter the Cabin and speak to the woman inside to obtain the Pendant. Give this item to the little girl at the River Bank area, then return to the Cabin to see the mother and daughter reunited. The mother rewards these efforts with additional weapons and items.

## Repair Tape



SCENARIO: "UNDERBELLY"

### Usage

Used to fix the leak in the pipe in the Employee Area B2F Pump Room of the subway station, enabling water to flow to the emergency sprinkler system.

## Ruby Plate



SCENARIO: "DESPERATE TIMES"

### Usage

One of five jeweled plates that must be set into the base of the fountain statue in the Main Hall of the R.P.D. to reveal the escape crawlspace.

## Rusty Key



SCENARIO: "FLASHBACK"

### Usage

Unlocks the security seal that covers the switch that moves the bookcase in the Administrator's Office. Applies to Hard and Very Hard modes only.

## Sapphire Plate



SCENARIO: "DESPERATE TIMES"

### Usage

One of five jeweled plates that must be set into the base of the fountain statue in the Main Hall of the R.P.D. to reveal the escape crawlspace. This plate is always obtained by giving the Secret File to Ben in the Holding Cells on the B1F level of the precinct.

## Secret File



SCENARIO: "DESPERATE TIMES"

### Usage

A file containing an important scoop uncovered by Ben the reporter. Possession of this item adds the "Secret File" document to the File Menu. The Secret File is found in one of two places: either in the drawer of the desk in the Substation Room (in Easy and Normal modes); or in the safe in the East Office in Hard and Very Hard modes. When given to Ben in the Holding Cells area, he hands over the Sapphire Plate.

## Unicorn Medal



SCENARIO: "DESPERATE TIMES"

### Usage

Located in the base of the fountain statue in the Main Hall of the R.P.D. precinct house. When removed, the item becomes set just to the left of the previous spot. The Unicorn Medal can be inserted into the niche under the painting in the 1F Hallway to obtain some additional items.

## Valve Handle



SCENARIO: "UNDERBELLY"

### Usage

Use at the pump machinery in the Pump Room to drain the waters flooding the lower portion of the B2F level of the Employee Area stage. After draining the water and fixing the broken pipe with Repair Tape or Vinyl Tape, use the Valve Handle again in the Pump Room to activate the water flow to the sprinkler system in the Platform Area.

## Valve Handle (6-Sided)



SCENARIO: "END OF THE ROAD"

### Usage

Lowers the emergency ladder in the North Waterway of the Water Treatment Plant in the "End of the Road" scenario. Only necessary if the player characters defeated Tyrant and were not washed away by the flood. Can be inserted into the central machinery of the Maintenance Room to be transformed into the Valve Handle (4-sided).

## Valve Handle (4-Sided)



SCENARIO: "END OF THE ROAD"

### Usage

A Valve Handle with a four-sided valve stem created by inserting the Valve Handle (6-sided) into the central machinery of the Maintenance Room. Used at the panel near the emergency escape ladder at the north end of the upper level of the North Waterway to lower the sewer ladder, allowing escape to the Urban Area stage.

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## Ventilation Tower Key



**SCENARIO: "UNDERBELLY"**

### Usage

Typically found on the train tracks after the subway car has departed, located where the subway car was previously parked. Unlocks the door in the Emergency Power Room on the B2F level of the Employee Area.

## MISCELLANEOUS

This section describes items of various uses that may appear more than once in more than one scenario. These items do not easily fall under other categories.

## Alcohol Bottle



**SCENARIO: "UNDERBELLY",  
"END OF THE ROAD"**

### Usage

Combine an Alcohol Bottle with a Newspaper and a Lighter to form a Molotov Cocktail. Equip this throwing weapon and fling it at one more enemies. Sets enemies on fire, or creates a small column of flame at the point of impact. Enemies engulfed in flames take continuous fire damage.

## Battery



**SCENARIO: "DESPERATE TIMES",  
"END OF THE ROAD"**

### Usage

A small power cell that has various uses. David can combine a Battery with an Iron Pipe and Vinyl Tape to create a Stun Rod weapon, or he can combine it with Junk Parts to create a Timer Bomb. Alyssa can recharge her Stun Gun by combining it with a Battery.

## Blood Infusion Pack



**SCENARIO: "UNDERBELLY"**

### Usage

When the "Place" command is used, the character tears open the Blood Infusion Pack and spills it on the floor. If a Mega Bite enemy is present in the room, it ignores all player characters and moves to the blood spill. The Mega Bite feeds on the spilled blood for approximately five seconds. The creature then goes into convulsions and transforms into the larger red version. Therefore, wait to use a Blood Infusion Pack to distract Mega Bites until just before leaving an area.

## Gas Neutralizing Canister



**SCENARIO: "DESPERATE TIMES"**

### Usage

When rooms inside the R.P.D. become filled with a nerve gas that is toxic to player characters, a Gas Neutralizing Canister can be used to dissipate the gas and make the area safe for player characters. The effect lasts for a certain period of time, which varies depending upon the difficulty level selected.

## Lighter



**SCENARIO: DAVID'S EXTRA ITEM, "WILD THINGS", "UNDERBELLY", "FLASHBACK", "DESPERATE TIMES", "END OF THE ROAD"**

### Usage

A Lighter has various uses. It can ignite a combined Newspaper and Alcohol Bottle to create five Molotov Cocktails. David can combine the Lighter with the Pesticide Spray and piece of Vinyl Tape to create the Flame Spray. He can also use the Lighter to ignite a Timer Bomb. In the "Underbelly" and "Flashback" scenarios, the Lighter can be used in dark locations to read graffiti. If the messages are read in the proper order, additional items can be obtained.

## Newspaper



**SCENARIO: "UNDERBELLY",  
"END OF THE ROAD"**

### Usage

When a Newspaper item is procured, the player character memorizes the file associated with the Newspaper. Newspapers are numbered to indicate which file is memorized, depending on the scenario. Additionally, the Newspaper can be combined with an Alcohol Bottle and ignited with a Lighter to create five Molotov Cocktails.

## Plywood Board



**SCENARIO: "DESPERATE TIMES"**

### Usage

These items are found inside the caged area of the Rooftop or other locations in and around the R.P.D. during the "Desperate Times" scenario. To use Plywood Boards, face the front gates outside the precinct house and "Use" the item. Each Plywood Board used at the front gate at the Police Station Front Entrance after Marvin is attacked adds one minute to the weapon-gathering period following Rita's escape to look for help.

## Syringe (Empty)



**SCENARIO: "FLASHBACK"**

### Usage

Can be filled or refilled with a chemical solvent at the dispenser in the B1F Pharmacy. The solvent is effective against the mutant plants that block certain passages in the hospital stage.

## Syringe (Solvent)



**SCENARIO: "FLASHBACK"**

### Usage

Used in three locations around the hospital stage to kill major branches of the Huge Plant. Killing some plant branches enables player characters to access new areas. By killing the three major branches, the Huge Plant in the basement becomes weakened enough to reveal its inner core. When used, a Syringe (Empty) appears in the inventory. Syringes may be refilled in the B1F Pharmacy.





## SCENARIOS



*Resident Evil Outbreak File #2* is divided into five story scenarios and six bonus mode scenarios. In Single Play mode, the first four scenarios are available immediately. *End of the Road* becomes available when all other scenarios are cleared. Bonus mode scenarios (such as Elimination 1, Showdown 1, etc.) are unlocked in the Collection menu and must be purchased using accumulated ranking points. In this chapter, the scenarios are organized according to the order of listing in the Scenario Select menu of Single Play mode.



## Regarding the Text



This portion of the strategy guide covers each scenario from start to finish, explaining in great detail the objectives and actions required to clear each one. Scenarios are written in a somewhat freeform manner, "discussing" the possibilities of playing with AIPC partner characters as well as other players online.

### WILD THINGS

#### UNDERBELLY

#### FLASHBACK

#### DESPERATE TIMES

#### END OF THE ROAD

The guide is written to help the player accomplish the clearing of all five scenarios in Single Play mode at the Normal difficulty setting. Network Mode is admittedly a much deeper experience, but it is important to play through the game on your own in Single Play mode before heading online. Developing skills and knowledge of the game while playing Single Play mode should prove invaluable during online sessions. By avoiding Single Play mode and heading directly online, it may prove to be detrimental to you and your potential teammates because of your unfamiliarity with the game.

*The entire walkthrough is written to help you master Single Play mode on Normal difficulty level.*

## Map Sections

Each scenario description contains one or more sections of fully rendered 3D maps depicting the stages explored. Each map is marked with numbered item callouts. Use the callout list next to each map to determine the locations of important items, weapons, and supplies.



## Objectives

The scenario's main objectives are also listed in these sections, described in the simplest form possible, along with screenshots. It's important to complete most of the objectives listed in order to clear a certain portion of the scenario, if not the entire stage. There may be more than one list of objectives per scenario, so don't think the scenario is over just because the first set of objectives are completed.



## Walkthrough

The walkthrough is a step-by-step description of the tasks required to clear the scenario. It comes complete with screenshots, tips, hints, warnings and notes. Follow the advice given to ascend to the top ranks among *Resident Evil Outbreak File #2* masters.

## TIPS

Tips scattered throughout the walkthrough provide insight on tricks or strategies that help improve the gameplay experience.



## NOTES

Sometimes choices made or the actions taken during a scenario may have far-reaching effects on gameplay, score, or even teammates' ability to continue playing by your side. Also, some side features of the game are complex enough to require a complete sidebar. Notes provide in-depth insight on side features of the game.



At certain stages of the scenario, some actions could potentially unleash a horde of enemies or trigger a potentially lethal trap. Warnings highlight such information throughout the walkthrough. If there is a warning on the page, do not proceed until the cautions contained in these sections have been observed.

## Boss Fight Strategies

Most of the scenarios cannot be completed until you have faced and defeated a powerful unique monster known as a "boss". Each boss fight is formatted in a unique section containing detailed statistics about the strength of the boss's attacks. Also listed are statistics to help determine just how many hits a boss can survive against your weapons. The content for each boss fight contains either detailed or simple instructions on how to take down the foe blow by blow.



## Complete Event Checklist, Checklist Pointers

Each time a valuable action is completed, players are awarded points and an item appears on the Event Checklist. There is a complete Event Checklist at the end of each scenario description that covers the actions



The tables in this guide list the ranking points accumulated by achieving each checklist item, and whether only the activating "individual" or "everyone" playing gains points upon the completion of the achievement item. The total number of points accumulated is then run through an algorithm detailed in the "Game Basics" chapter to determine the total number of ranking points awarded to each participating player.

Additional bonuses are unlocked in the Collection menu by replaying each scenario until 100% of the Event Checklist actions have been performed (either by you or by someone else in the group). For most scenarios, acquiring a complete checklist is impossible during a single play-through of the game. The scenario must be played several times over, several different ways, and possibly with several different characters to completely fill the checklist. Keep track of previously achieved checklist items and those that have not been achieved by pressing the button to view the Event Checklist while selecting a scenario in the Scenario Select menu. The next time you play, attempt different actions and interactions and try to raise the Event Checklist total to 100%.

## Notes for Easy, Hard & Very Hard Modes

Each scenario description mainly covers events that occur when the game is played in Normal difficulty mode. The scenario may play differently in Easy, Hard or Very Hard mode, though. These sections at the end of each scenario section describe changes to the way stages are played in difficulty levels other than Normal.

## Clear Time Ranking

Time is the most important factor in determining the ranking achieved when playing each scenario. The table at the end of each section shows how ranking is earned via completion time. Use this information to determine how to do better next time. Notice that more time is allowed for earning a better ranking in Network mode, dependant also on whether the game is installed to a Sony PlayStation 2 HDD or not. For a complete breakdown of the method of result point calculation, consult the "Game Basics" chapter.

that score points. In addition, this section contains notes regarding some of the more obscure checklist items that may *not* be covered in the walkthrough.



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# WILD THINGS

Area Near the Zoo

EASY

NORMAL

HARD

VERY HARD

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## ITEM LIST: Area Near the Zoo

WILD THINGS

UNDERBELLY

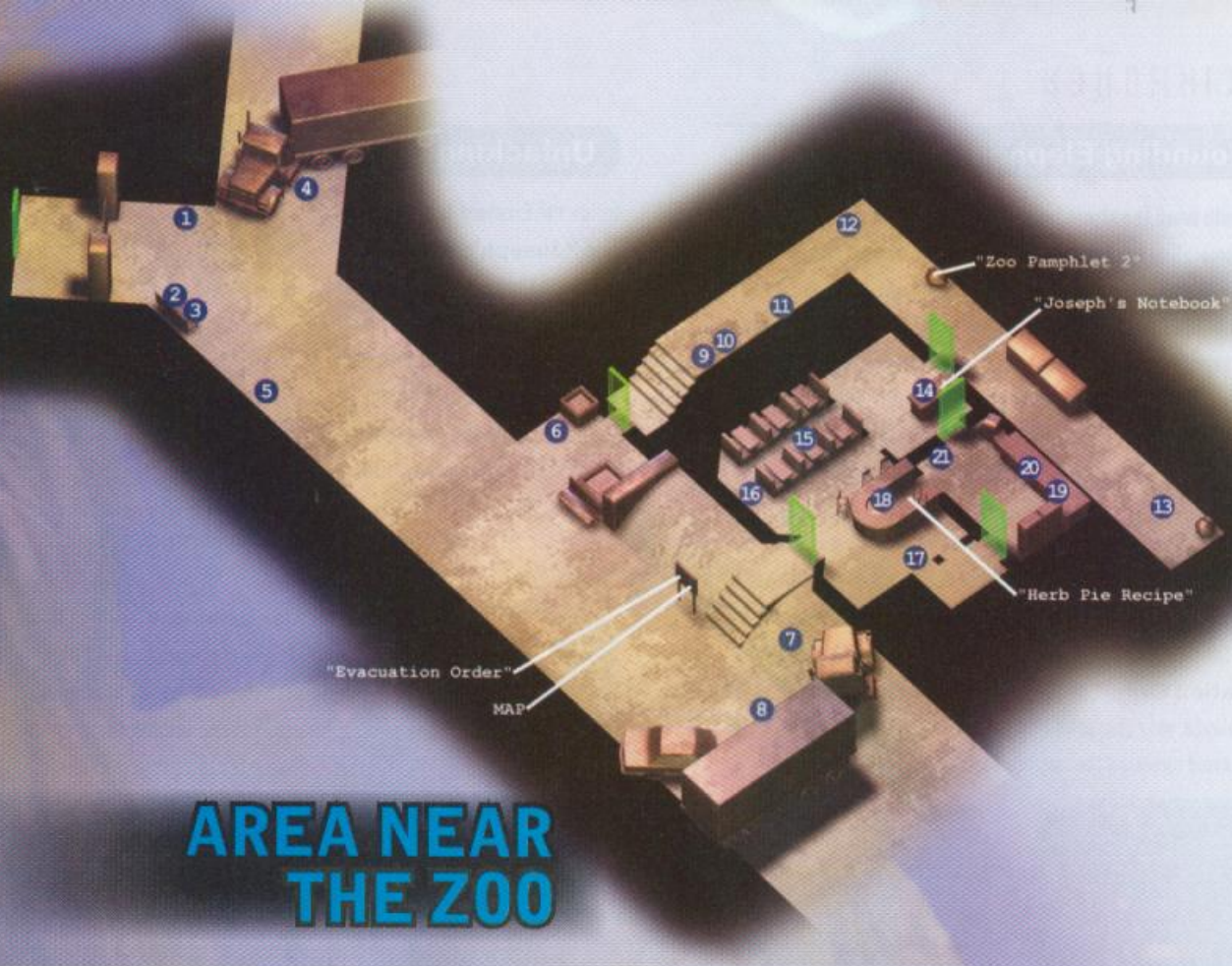
FLASHBACK

DESPERATE TIMES

END OF THE ROAD

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	First Aid Spray x4	No Item	No Item	No Item
2	Handgun	No Item	No Item	No Item
3	Handgun Rounds	No Item	No Item	No Item
4	Pesticide Spray	Green Herb	No Item	No Item
5	Green Herb	Green Herb	Blue Herb	Green Herb
6	Handgun	Handgun	Green Herb	Stick
7	Green Herb	Pesticide Spray	Handgun	No Item
8	Iron Pipe	Iron Pipe	Square Timber	Revolver
9	Green Herb	Green Herb	Green Herb	Blank Tape
10	Red Herb	Red Herb	Red Herb	Red Herb
11	45 Auto Rounds	45 Auto Rounds	45 Auto Rounds	Bolt Cutter
12	Shotgun E	Shotgun E	Shotgun E	Hunting Rifle
13	Handgun Rounds	Handgun Rounds	Handgun Rounds	Shotgun Rounds
14	First Aid Spray	First Aid Spray	First Aid Spray	Blue Herb
15	Handgun	Handgun	Revolver	Handgun Rounds
16	Green Herb	Green Herb	Green Herb	Green Herb
17	Scrub Brush	Scrub Brush	Scrub Brush	Butcher Knife
18	Bolt Cutter	Bolt Cutter	Pesticide Spray	Handgun
19	First Aid Spray	First Aid Spray	Bolt Cutter	Green Herb
20	Butcher Knife	Butcher Knife	Butcher Knife	Mr. Raccoon Medal
21	Scrub Brush	Scrub Brush	Mr. Raccoon Medal	Handgun





## AREA NEAR THE ZOO

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## OBJECTIVES: Zoo Southeast

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Collect the Bolt Cutter on the diner counter, or...



...Read "Joseph's Notebook" on the checkout counter.



Use the Bolt Cutter or file clue to open the back gates of the Raccoon City Zoo.

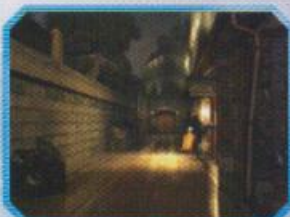




## Surrounding Elephant Restaurant

Proceed south down the street toward the Elephant Restaurant, a tourist spot commemorating the Zoo's biggest attraction. Undead former citizens are posted like ghoulish watchdogs near the diner entrance, and a zombie cop naps near the Back Alley door. The door to the Back Alley is locked, but can be broken down by shooting it or tackling it until it breaks open. However, the zombies in the area will greatly interfere unless your partners keep them busy while attempting to break down the door. A **Shotgun E** is located in the Back Alley, justifying the effort.

The front door of the Elephant Restaurant is unlocked, so this could be an easier route to navigate provided the zombies positioned before the entrance don't pose a threat. Examine the signboard near the street in front of the restaurant to obtain a **Map** of the area as well as the "**Evacuation Order**" file. Whenever the map screen is open or file text is displayed, your character becomes immobile while all other action continues. Avoid checking the map or reading files until the coast is clear.



Break down the back door of the Elephant Restaurant to enter from the Back Alley. Entry from the front door is faster, but slightly more dangerous.



Search glittering signboards, posters and charts on tables to obtain full in-game maps. Know where you are going in advance!

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## WILD THINGS

## UNDERBELLY

## FLASHBACK

## DESPERATE TIMES

## END OF THE ROAD

## OBTAIN ALL MAPS!

Always obtain all of the maps in a scenario to earn extra ranking points and complete the Event Checklist. Since this strategy guide refers to all areas by their in-game room name, it is important to have the map available to properly follow along. To find the room name indicated in the walkthrough text, press the **Map** button to open the map and move the crosshair mark over other rooms to view their name.

## ALYSSA'S LOCKPICKS

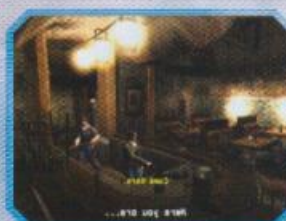
Playing as Alyssa makes this scenario slightly easier, since she can use her lock picking tool to open locked doors that other characters must knock down. Certain lockpicks are more effective at unlocking specific doors in certain difficulty modes. For a complete list of the best pick to use on each lock in "Wild Things" and other scenarios, refer to Alyssa's section in the "Characters" chapter.

## Unlocking the Zoo's Back Gate

Inside the Elephant Restaurant, read "**Joseph's Notebook**" next to the cash register. After obtaining this file, return to the street area and examine the chain on the Zoo's back gate to enter the combination and remove the padlock. All survivors may then enter the Zoo.



Reading "Joseph's Notebook" is one method of learning how to unlock the Zoo's rear gate.



Obtain the **Bolt Cutter** from the inner part of the service counter and use it to cut the chain barring the rear Zoo gate.

Another method of opening the back gate depends on obtaining the **Bolt Cutter** from inside the service counter. This means breaking through one of the locked doors leading to the kitchen. Zombies continually enter the diner—at an extremely high frequency of appearance—and attack all inhabitants. If a zombie advances while attempting to smash through one of the kitchen

doors, avoid the creature and run to the other kitchen door. Try to break through the other door before the flesh-eaters start licking the back of your neck.

## THE BOLT CUTTER SNIPS TWICE

The Bolt Cutter can be used to cut the chain on the Zoo's back gate and, if retained, it can also be used to cut another chain later in the scenario.







# RACCOON CITY ZOO



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## OBJECTIVES: Raccoon City Zoo



Obtain the **Elephant Key** from the Inner Office.



Use the **Elephant Key** to unlock the north door of the East Concourse.



Obtain a **Mr. Raccoon Medal** from the Terrarium Dome.



Search the torn, bloody jacket on the signpost in the "Path in Front of Observation Deck" area to read the **Message from Management** file. Memorize the pass code it contains.



Return to the Inner Office and use the breaker console to restore the power.



Insert two **Mr. Raccoon Medals** into the mascot statue in the Inner Office to obtain the **Lion Key**.



Use the **Lion Key** to unlock the southwest door of the South Concourse.



Raise the crane in the Show Animals' Boarding House to obtain the **Lion Emblem (Red)**.



Press the three buttons in the Terrarium Dome to open the secret panel, revealing the **Lion Emblem (Blue)**.



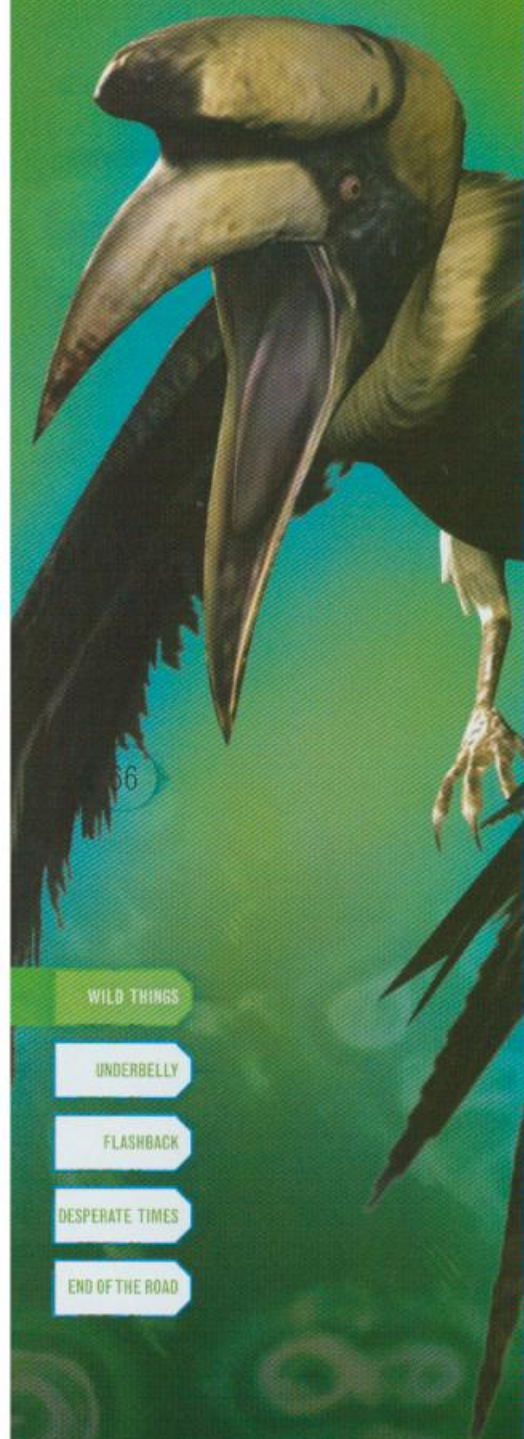
Insert the two **Lion Emblems** into the bases of the lion statues at the Front Gate Plaza.



Defeat the **Male Zombie Lion (Stalker)** or **Zombie Elephant (Titan)** at the Front Gates, and board the streetcar.



# ITEM LIST: Raccoon City Zoo



Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Blue Herb	Green Herb
2	Green & Red Mixed Herb	Green & Red Mixed Herb	Green & Green Mixed Herb	Blue & Red Mixed Herb
3	No Item	No Item	No Item	Mr. Raccoon Medal
4	Green Herb	Green Herb	Green Herb	Green Herb
5	Green Herb	Blue Herb	Green Herb	Green Herb
6	Handgun Rounds	Handgun Rounds	Handgun Rounds	Revolver Bullets
7	Lighter	Shotgun Rounds	Revolver S. Loader	No Item
8	Shotgun Rounds	Handgun Rounds	Lighter	Shotgun Rounds
9	Handgun Rounds	Handgun Rounds	Handgun Rounds	Revolver S. Loader
10	Green Herb	Green Herb	Blue Herb	No Item
11	Green Herb	Green Herb	Green Herb	Green Herb
12	Iron Pipe	Iron Pipe	Green Herb	Stick
13	Green Herb	Lighter	Handgun Magazine	Pesticide Spray
14	Square Timber	Square Timber	Square Timber	No Item
15	First Aid Spray	Blue Herb	No Item	No Item
16	First Aid Spray	Green Herb	Green Herb	Green Herb
17	No Item	No Item	No Item	Mr. Raccoon Medal
18	Rifle Bullets	Rifle Bullets	Shotgun Rounds	Mr. Raccoon Medal
19	Lion Emblem (Red)	Shotgun Rounds	Blue Lion Emblem	Alligator Key
20	No Item	No Item	Office Key	Office Key
21	Iron Pipe	Iron Pipe	Iron Pipe	Iron Pipe
22	First Aid Spray	First Aid Spray	Handgun Rounds	No Item
23	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds	Green Herb
24	Blank Tape	Handgun Rounds	Butcher Knife	No Item
25	Antidote	Handgun Rounds	No Item	Handgun Rounds
26	Survival Knife	Survival Knife	Pesticide Spray	Butcher Knife
27	Green Herb	Blue Herb	Green Herb	Green Herb
28	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds	Handgun Magazine
29	Scrub Brush	Scrub Brush	Green Herb	Scrub Brush
30	Pesticide Spray	Parade BGM Tape	Handgun Rounds	No Item
31	Green Herb	Green Herb	Green Herb	Mr. Raccoon Medal
32	Mr. Raccoon Medal	Mr. Raccoon Medal	Mr. Raccoon Medal	Survival Knife
33	Handgun Magazine	Handgun Magazine	Handgun Magazine	Revolver S. Loader
34	Rifle Bullets	Blue Lion Emblem	Rifle Bullets	Mr. Raccoon Medal, Rifle Bullets
35	Red Herb	Red Herb	No Item	Green Herb
36	Green Herb	Green Herb	No Item	Green Herb
37	Blue Herb	Blue Herb	No Item	Blue Herb
38	Blue Herb	Blue Herb	No Item	No Item
39	Stick	Stick	Stick	Stick
40	Stick	Stick	Mr. Raccoon Medal	Stick
41	Square Timber	Square Timber	No Item	Iron Pipe
42	Mr. Raccoon Medal	Green Herb	Blue Herb	Mr. Raccoon Medal
43	Green Herb	Green Herb	Green Herb	Green Herb
44	No Item	No Item	Mr. Raccoon Medal	No Item
45	Green Herb	Red Herb	Green Herb	Green Herb
46	Blue Herb	Blue Herb	Blue Herb	Blue Herb
47	Green Herb	Blue Herb	No Item	Blue Herb
48	Red Herb	Green Herb	Green Herb	Pesticide Spray
49	Iron Pipe	Iron Pipe	Stick	Iron Pipe
50	First Aid Spray	Alligator Key	Alligator Key	Elephant Key
51	Mr. Raccoon Medal	Mr. Raccoon Medal	Mr. Raccoon Medal	Lighter
52	Hunting Rifle	Hunting Rifle	Hunting Rifle	Mr. Raccoon Medal
53	Long Pole	Long Pole	Long Pole	Stick
54	No Item	Mr. Raccoon Medal	No Item	Mr. Raccoon Medal
55	Green Herb	Green Herb	Green Herb	Green Herb
56	First Aid Spray	First Aid Spray	No Item	Hemostat
57	No Item	No Item	Mr. Raccoon Medal	Mr. Raccoon Medal
58	Lion Emblem (Red)	Lion Emblem (Red)	Handgun Magazine	Shotgun Rounds
59	Rifle Bullets	No Item	Rifle Bullets	Rifle Bullets
60	Curved Iron Pipe	Curved Iron Pipe	Blue Herb	Curved Iron Pipe
61	First Aid Spray	First Aid Spray	First Aid Spray	First Aid Spray
62	Green Herb	Green Herb	Hemostat	Green Herb
63	Handgun Rounds	Handgun Rounds	Green Herb	Handgun Rounds
64	Mr. Raccoon Medal	Mr. Raccoon Medal	Mr. Raccoon Medal	Blue Herb
65	Shotgun E	Shotgun E	Lion Emblem (Red)	Mr. Raccoon Medal
66	Rifle Bullets	Rifle Bullets	No Item	No Item
67	Mr. Raccoon Medal	Mr. Raccoon Medal	Mr. Raccoon Medal	Blank Tape
68	Butcher Knife	Butcher Knife	Revolver Bullets	Revolver
69	Iron Pipe	Iron Pipe	Stick	Green Herb
70	Parade BGM Tape	Blank Tape	No Item	Revolver Bullets
71	Alligator Key	No Item	No Item	No Item
72	Green Herb	Blue Herb	Blue Herb	No Item
73	Red Herb	Green Herb	Green Herb	Green Herb
74	Handgun Rounds	Handgun Rounds	No Item	Shotgun E
75	Mr. Raccoon Medal	Mr. Raccoon Medal	Blank Tape	Handgun Rounds
76	No Item	No Item	No Item	Mr. Raccoon Medal
77	Red Herb	Red Herb	Red Herb	Red Herb
78	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds	No Item
79	Green Herb	Green Herb	No Item	Red Herb
80	Green Herb	Green Herb	Long Pole	No Item
81	Green Herb	Red Herb	Green Herb	No Item
82	Green Herb	Green Herb	Green Herb	Green Herb
83	Butcher Knife	Butcher Knife	First Aid Spray	Green Herb

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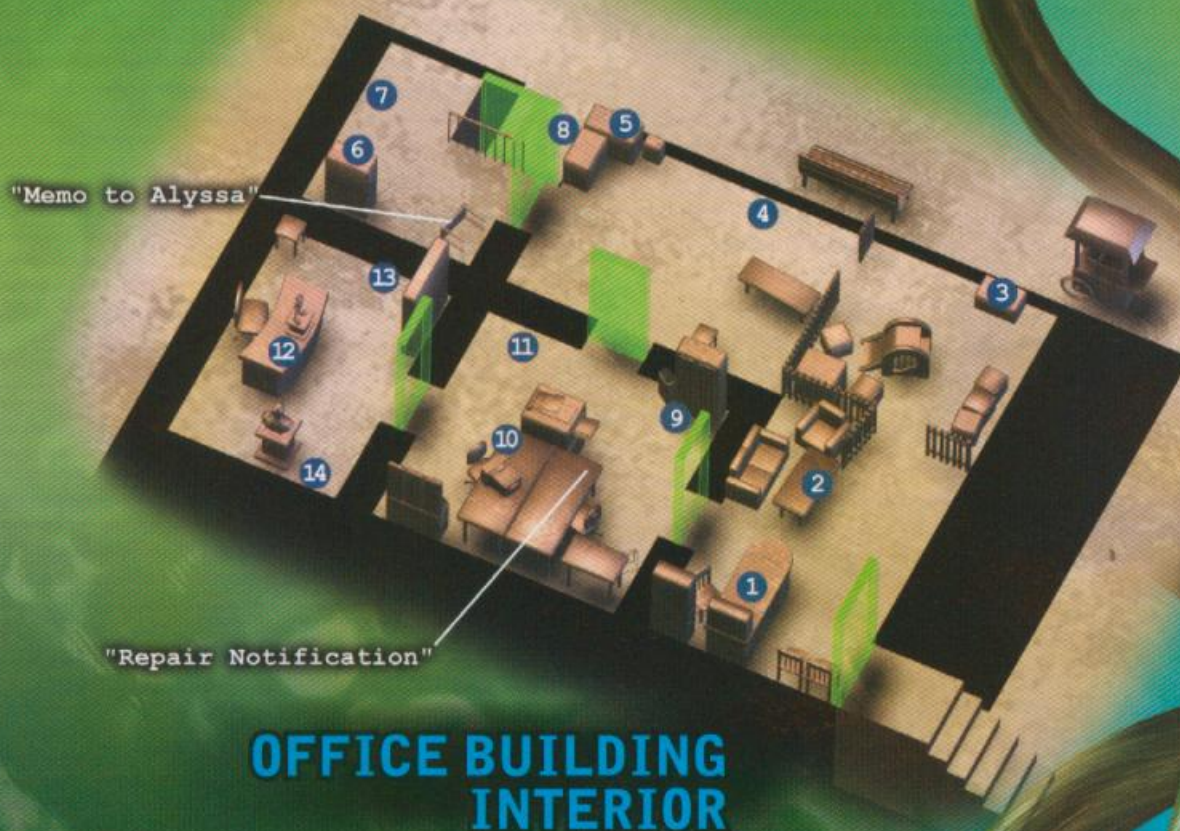
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Callout No.	EASY	NORMAL	HARD	VERY HARD
84	Long Pole	Long Pole	Butcher Knife	Long Pole
85	First Aid Spray	First Aid Spray	No Item	No Item
86	Handgun Rounds	Handgun Rounds	No Item	Revolver Bullets
87	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds
88	Green Herb	Green Herb	Green Herb	Butcher Knife
89	Green Herb	Green Herb	Green Herb	Green Herb
90	Handgun Rounds	Handgun Rounds	Handgun Rounds	Handgun Rounds
91	Iron Pipe	Iron Pipe	Curved Iron Pipe	Iron Pipe
92	First Aid Spray	First Aid Spray	No Item	No Item
93	Survival Knife	Survival Knife	Survival Knife	Stick
94	Red Herb	Red Herb	Red Herb	No Item



## OFFICE BUILDING INTERIOR

### ITEM LIST: Office Building Interior

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	First Aid Spray	First Aid Spray	Pesticide Spray	Green Herb
2	Shotgun E	Handgun	Handgun	Handgun
3	Handgun	Green Herb	Shotgun Rounds	Green Herb
4	Green Herb	Green Herb	Green Herb	Green Herb
5	Butcher Knife	Butcher Knife	Revolver Bullets	Revolver Bullets
6	Shotgun E	Shotgun E	Iron Pipe	First Aid Spray
7	Scrub Brush	Scrub Brush	No Item	Square Timber
8	Shotgun Rounds	Shotgun Rounds	Red Herb	Mr. Raccoon Medal
9	First Aid Spray	First Aid Spray	First Aid Spray	Pesticide Spray
10	Elephant Key	Elephant Key	Mr. Raccoon Medal	Mr. Raccoon Medal
11	First Aid Spray	First Aid Spray	First Aid Spray	Shotgun Rounds
12	Mr. Raccoon Medal	Mr. Raccoon Medal	Mr. Raccoon Medal	No Item
13	Rifle Bullets	Lion Key	Lion Key	Blue Lion Emblem
14	Rifle Bullets	Rifle Bullets	Rifle Bullets	Lion Emblem (Red)



## Oscar the Zombie Elephant

When all player characters and AIPCs enter the South Concourse, the Zombie Elephant (also known as "Titan") destroys the back gate and attacks. At this point, the southeast area surrounding the Elephant Restaurant becomes inaccessible for the remainder of the scenario.



*The Map of the Zoo is posted on the signboard near the entrance, if only you can get around the gargantuan Zombie Elephant to obtain it.*



*If Cindy isn't selected as a player character, her body appears just inside the Zoo's rear gate, killed during the Zombie Elephant's devastating entrance. Lying around her are two recovery items, as if dropped from her herb case.*

It's possible to immediately kill the Zombie Elephant, although it's difficult to accomplish. The surest way to kill the Zombie Elephant is to obtain the Hunting Rifle and a good supply of Rifle Rounds later in the scenario.

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*If possible, bait the Zombie Elephant into smashing into the small concession carts along the Concourses. Smashing a concession cart may reveal a hidden item.*

If the player characters move to another area, or if the Zombie Elephant manages to flee to another area, the creature regains a small amount of lost vitality. The Zombie Elephant leaves an area if no one is standing in front of it. This enemy can be defeated at any time, or it can be trapped at the Elephant Stage area to prevent its reign of terror from continuing. If not defeated before proceeding to the Front Gate area, the Zombie Elephant must be defeated in a boss encounter.

## PATH OF STAMPEDE

While active, the Zombie Elephant enemy pursues player characters in all three Concourse areas as well as the Elephant Stage and the Office.

If the Zombie Elephant is killed in one of the Concourse areas or at the Elephant Stage, the "Killed Titan in Zoo" item is added to the Event Checklist. If the Zombie Elephant is already dead or trapped at the Elephant Stage area at the time the player character(s) reach the Front Gate area, then the Male Zombie Tiger known as the "Stalker" appears at the Front Gate area. The new enemy must be defeated before the scenario can be concluded.

If the party manages to evade the Zombie Elephant but fails to trap it at the Elephant Stage, or if the Elephant breaks down the gate at the Elephant Stage, then when the player characters reach the Front Gate area the Zombie Elephant must be fought and defeated. In this case, the "Titan appeared at front gate" and "Killed Titan at front gate" items appear on the Checklist.

## Assault on the Office

Navigate to the Office area located at the heart of the Zoo. Until power is restored, the building must be entered from the east doorway in the North Concourse area. After power is restored, a shutter on the north side of the building opens, providing a minor shortcut during the latter half of the scenario.



*The Zombie Hyenas in the North Concourse are easy to outmaneuver without wasting ammo while navigating to the eastern door of the Office.*

Quickly navigate through the lost kids' area. If the Zombie Elephant is still rampaging around the zoo, it's still possible to reach the north portion of the Office in time to see the monster smash through the wall and drag some poor fellow to his death!



*Steer clear of the outer walls of the building while heading to the door near the NPC, who doesn't fare quite so well.*



*Alyssa can use a lockpick to open the locker and obtain a weapon in the small area near the shutter door. The P-Shaped Pick works best in all modes except Very Hard. Use the S-Shaped Pick in Very Hard mode.*

WILD THINGS

UNDERBELLY

FLASHBACK

DESPERATE TIMES

END OF THE ROAD





The Zombie Elephant crashes through windows and walls whenever player characters are inside the Office. The monster's trunk attacks may merely knock a character to the ground for minor damage, but if the great beast manages to wrap its trunk around a character and drag him or her through a hole, that person will die instantly. Stay clear of the windows and holes in the Office while navigating to the door on the north side of the area.

## The Mascot Statue



Insert Mr. Raccoon Medals into the mascot statue to activate the mechanism in the administrator's office and raise the colored paintings on either side.

The **Elephant Key** is on the central desk of the Inner Office. Before leaving the room, head into the next area and take the **Mr. Raccoon Medal** from the desk. Use this item at the mascot statue and notice that the number displayed on the base changes from 2 to 1. Another Mr. Raccoon Medal is required to trigger the apparatus in the room, then a key item can be obtained.

## Finding Another Medal

Head for the East Concourse and use the Elephant Key to unlock the north door. Either break down the west door, or use the ladder at the top of the area to go through the Elephant Stage's tech booth. Go through the Connecting Passage to the Terrarium Dome.



Unlock the east door to create a shortcut between the Office and Inner Office. Avoiding the raging elephant in the Office becomes easier this way.



Head to the ground level on the north side of the Terrarium Dome and obtain the **Mr. Raccoon Medal** on the ground amidst the flowers in the enclosed area.

A group of swarming flies hovering near an overgrown Rafflesia flower blocks the lower path in the Terrarium Dome. If a player character approaches too closely, the flies may cause minor damage and inflict poisoning. Ascend the stairs and cross the upper level instead. Shoot the vine tentacle on the upper level so that it cannot snag a character's ankle and inflict damage.

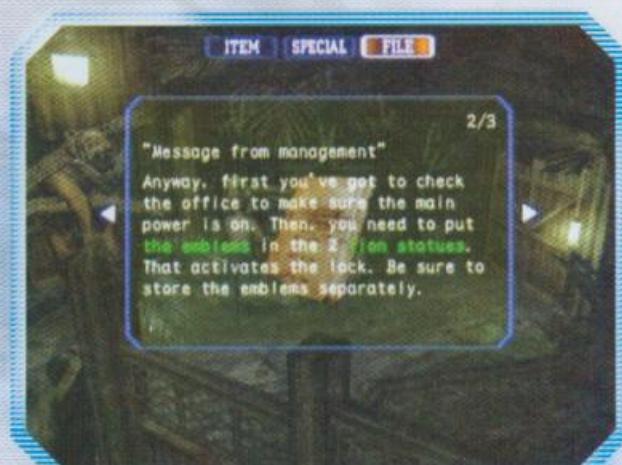
## Important Document

Continue through the northwest door of the Terrarium Dome to the Lakeside Area. Eliminate the Horn Bill bird flying around, then blast the Alligator (if needed) to drive it away from the bank. Descend into the water and swim across the lake to the west side. Avoiding the Alligator in the water is easier if the Horn Bill is not around.



Hold the **Left Analog Stick** to swim faster in the water. Move the **Left Analog Stick** to swim away from the Alligator.

A short distance south of the north door in the "Path in Front of Observation Deck" area, examine the bloody coat hanging on the signboard to read the "**Message from Management**". Obtaining this file enables the character to enter the passcode into the breaker system at the Inner Office to restore the power.



Check the coat on the signboard to find an essential document. The randomly determined passcode is listed on the third page of the document

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## Restoring Power



Avoid cluttering your character's inventory with the **Hunting Rifle**, which is located in this room, until access to the Front Gate area is gained.

Head back to the Inner Office and examine the breaker control panel. Move the Left Analog Stick and press the  $\otimes$  button to enter the four letters and/or numbers of the passcode listed in the "Message from Management" file. This restores power to all areas of the Zoo.

Enter the Observation Deck room and search the side table to obtain the **Alligator Key**. Use this key to unlock the south door in the "Path in Front of Observation Deck" area.



The shutter door on the north side of the Office opens when power is restored at the Zoo.

## RAISING THE BLUE PAINTING

After obtaining the Lion Key, examine the mascot statue once again to see the number "5" displayed. Return five more Mr. Raccoon Medals to the mascot statue to reactivate the floor panels. Step on the floor panels once again to open the blue painting in the Inner Office, revealing an item. The number of medals required to raise the red painting or blue painting varies depending on the mode:

Mode	Red Painting	Blue Painting
Easy	2 medals	4 medals
Normal	2 medals	5 coins
Hard	3 medals	6 coins
Very Hard	3 medals	9 medals

## Where Lions Roam

Return to the South Concourse area and use the Lion Key to unlock the southwest door. A female Zombie Lion leaps into the path of the Service Road area. Two or three Shotgun blasts should tame the beast. To avoid the undead animal and conserve ammo, quickly head for the culvert and climb down the ladder.



Attack Zombie Lions from the side or rear, maintaining a safe distance to avoid their sudden twist-and-swipe attacks.

## The Lion Key

Using the second Mr. Raccoon Medal at the mascot statue causes two panels on the floor to light up. Push the statue onto one of the floor panels, then stand on the other lit square to raise the red painting. Collect the **Lion Key**.



Push the statue in the room, then stand on the other one to raise the red painting. In Network mode, two player characters working together can raise the painting quicker if each character stands on a floor panel.

The doors to the Show Animals' Boarding House area are locked from the inside. Even Alyssa's lockpick tools don't work. Climb down the ladder to the right of the doors and wade through the culvert to the boxes stacked against the wall. Climb the boxes and crawl through the duct into the warehouse.



Check near the gates at each end of the culvert to find items underneath the water's surface.





Do *not* examine the rear doors of the transport truck that is parked underneath the bridge. Doing so triggers another Zombie Lion to leap out of the vehicle and attack!

## The Red Lion Emblem

Dispose of the female Zombie Lion inside the Show Animals' Boarding House to make navigation and survival in this tight area easier. Examine the south door to unlock it, thus creating a shortcut back to the Service Road area. Use the Bolt Cutter to cut the chain on the north double doors, then examine the door further to unlock it. If no one is carrying the Bolt Cutter, use the door on the upper platform when you're ready to proceed to the Stage area.



Cut the chain on the north doors with the Bolt Cutter, then unlock the doors to create a shortcut between the Show Animals' Boarding House and the Stage areas.



Use the crate to climb atop the cage and obtain a **First Aid Spray**.

Examine the control console on the upper platform to raise the crane, then examine the area underneath the crane to obtain the **Lion Emblem (Red)**. This is one of two emblems needed to escape the Zoo. Occasionally, the crane may suddenly drop halfway when a player character moves to obtain the Emblem. This is more likely to occur if the crane is raised, and the player character goes to another area and returns before taking the Red Lion Emblem.



One of the key items required to exit the park is located under the pallet that is tied to the crane hook near the east wall of the Boarding House.



The **Blank Tape** sits atop the channel mixer cabinet in the sound booth of the Stage. This is an extremely important key item if you plan on fighting the Zombie Elephant at the Front Gate area.

brightness attracts a female Zombie Lion, who leaps into the area and attacks.

Examination of the darkened animal performance platform in the Stage area reveals that some kind of item is located in the hole of the set piece, but it is too dark to tell. Examine the control console up in the tech booth and turn on the lights. Then examine the hole in the stage to obtain **Rifle Rounds** and another item (the item received depends upon the difficulty level). Unfortunately, the sudden

## Facing Statues



The two **Lion Emblems** fit snugly into the bases of the statues in the center of the area. Properly inserting the pieces opens the northern shutter door.

At the Front Gate Plaza, insert the red Lion Emblem into the base of the lion statue with red eyes. Another emblem is required to make the two lion statues face one another, opening the front gate barrier and allowing everyone to escape the Zoo. To create a shortcut back to the Terrarium Dome, push aside the cart in the

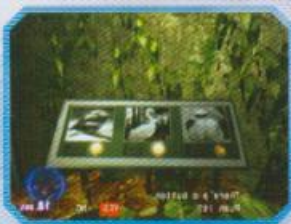
southeast corner of the Plaza and crawl through the hole in the fence to the "Path in Front of Observation Deck" area. Head northeast through the Lakeside Area to the Terrarium Dome.



Push the cart in the southeast corner away from the hole, then crawl into the next area.



## Three Lighted Buttons



*The buttons on the tour guide panels become lit when pressed, but soon turn off automatically. Move quickly to illuminate them all simultaneously.*

With the power restored, the information panels in the Terrarium Dome are now active. Press the buttons on the three panels located in the area to open a secret panel on the ground floor, revealing the **Lion Emblem (Blue)**. Once pressed, each button remains lit for a set amount of time, depending on the game's difficulty level. Therefore, if you press all three buttons but the secret panel *doesn't* open, press the first button again.

Additionally, a large mutant flower called a Rafflesia and a swarm of Flying Bugs block the tour guide panel on the ground floor near the southeast exit. Remove the Rafflesia obstacle by pushing the block on the overhead platform over the edge. The block crushes the Rafflesia, but the Flying Bugs become dispersed throughout the dome. There is almost nowhere to go without being attacked and poisoned by a Flying Bug!



*Push the block off the ledge to crush the Rafflesia that is restricting access to the push button panel below.*

The best way to handle this situation is to push the block off the overhanging ledge onto the Rafflesia. Then quickly press the button on the console of the upper level and descend the nearby stairs. Climb over the block and press the button on the panel underneath the ledge. Now run to the flowery area and press the final button before time elapses on the other two button lights. Quickly collect the Lion Emblem and run for the east door. Use the Blue Herb, which is usually located in the Connecting Passage, to cure any poisoning effects. If you move fast enough to light all three buttons, you can cure your character before dropping a level in status.

## SINGLE MODE BUTTON LAMP TIME LIMITS

Mode	Lamp Timeout
Easy	5 minutes
Normal	3 minutes
Hard	2 minutes
Very Hard	1 minute

## NETWORK MODE BUTTON LAMP TIME LIMITS

Mode	Lamp Timeout
Easy	2 minutes
Normal	1 minute 30 seconds
Hard	1 minute
Very Hard	1 minute

## Caging Oscar



*Play the Parade BGM Tape at the side console near the window to draw the Zombie Elephant into the Elephant Stage area.*

The **Parade BGM Tape** is located in the Supply Room north of the upper portion of the Connecting Passage. Take this item and enter the control booth of the Elephant Stage area. If the Zombie Elephant isn't in the area, examine the small console on the right side of the panel and play the Parade BGM Tape. If the Zombie Elephant isn't engaged in combat with player characters in other areas,

it enters the Elephant Stage area. Once inside the large circular area, examine the central console and close the gate to trap it inside.

At this point, head for the Front Gate Plaza and use the blue Lion Emblem to make the lion statues face each other, opening the shutter. If the Zombie Elephant is still trapped at the Elephant Stage upon entering the Front Gate area, then the boss will be the male Zombie Lion, also known as the "Stalker".



*The body that is hanging on the gate falls when the barrier is closed, dropping ammunition.*



However, the trapped Zombie Elephant continuously rams the gate in an attempt to break free. The number of times the Zombie Elephant must ram the gate to destroy it is randomly set at the start of the scenario. In Normal mode, it may take anywhere from seven to twelve attempts before the gate crashes. In Very Hard mode, the Zombie Elephant can break free in as few as three attempts, so get moving!



*Since the destruction of the Elephant Stage gate by the Zombie Elephant is an item on the Event Checklist, this is something that must be allowed to occur to fill out the list.*

## PRESENCE DETERMINES ACTION

In Network mode, Oscar the Zombie Elephant rams the gate continuously until it breaks free, right up until a player character enters the Front Gate area. In Single Play mode, however, the Zombie Elephant can only break free if the player character is present in the Elephant Stage area.

## Tape Dubbing

If the Zombie Elephant breaks free of the enclosed portion of the Elephant Stage, or if you wish to fight the Zombie Elephant as the boss, it helps if you dub a copy of the Parade BGM Tape in the control booth of the Elephant Stage. First, acquire the Parade BGM Tape from the Supply Room and the Blank Tape from the sound booth of the Stage area. With both tapes in possession, face the dubbing machine at the back of the Elephant Stage's sound booth and use the Blank Tape. The benefit of having two copies of the Parade BGM Tape is explained in the Zombie Elephant boss strategy section.



*Use the Blank Tape at the dubbing machine to create a duplicate Parade BGM Tape. This valuable tool is useful against the Zombie Elephant boss fight.*

## Preparing to Escape

When all other objectives have been completed, dub the Parade BGM Tape (if needed) and head for the Front Gate Plaza. Stop by the Observation Deck and obtain the **Hunting Rifle**, and gather as many Rifle Rounds as possible from various areas throughout the Zoo. Insert the two Lion Emblems into the bases of the twin lion statues in the plaza to open the north shutter and proceed to the Front Gate.

The boss encountered will be the Zombie Elephant, unless it has been previously killed or trapped at the Elephant Stage. If this is the case, then the Stalker becomes the opponent. The Stalker is much easier to defeat than the Zombie Elephant, but a good deal of ammunition is required. Plenty of recovery items are provided at the Front Gate area, but it helps to bring along an additional Green Herb or First Aid Spray.



*The Hunting Rifle is the best weapon to use against either boss fight at the end of the scenario. Too bad there's only one...*

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## Zombie Elephant (Titan)

The Zombie Elephant attacks enemies in its line of sight by stampeding, lashing out with its trunk, or swinging its head in an attempt to gore its prey with its tusks. When attacked from behind, the Zombie Elephant stomps its rear legs in an effort to trample people underfoot. Avoid these attacks while fighting this enemy in the Front Gate area.



There are tape players on carts at the far east and far west ends of the area, but the carts are loaded with explosives. Insert a copy of the Parade BGM Tape to play Oscar's favorite theme. Playing the music draws the Zombie Elephant away from other player characters, even in the middle of attacks, and toward the cart. The Zombie Elephant attacks the cart, destroying it and creating a small explosion. The resulting explosion damages the monster and any nearby player characters. With two copies of the Parade BGM Tape, this action can be performed twice. While the Zombie Elephant certainly

suffers some damage, the amount isn't nearly enough to end the fight.



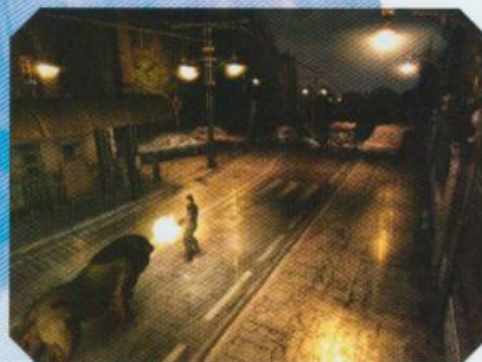
Due to its massive size, the Zombie Elephant can't enter the boarding platform area in front of the streetcar. Therefore, this is an excellent location from which to attack. Shoot the Zombie Elephant with the Hunting Rifle, a Shotgun or any other firearm as it stampedes outside the boarding platform. Even melee weapons are an

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## Male Zombie Lion (Stalker)

The male Zombie Lion attacks in ways that are similar to the female lions previously encountered in the Zoo. When the Stalker targets a player character directly ahead, it performs a pouncing attack that cannot be interrupted even with powerful gunfire. Avoid being directly in front of the creature and attack it from the sides with a powerful weapon. Avoid getting too close, as it may spin around and quickly strike.

Occasionally, the Stalker may leap atop the streetcar platform's cover to escape potential attacks. Use these breaks in the action to collect and use recovery items or additional ammunition in the area. When the creature leaps back to the ground, run to one side and resume attacking it until the battle ends. Head for either of the streetcar doors to complete the scenario.





option when the beast draws near. However, avoid staying in one spot on the boarding platform. As seen previously in the Office, the Zombie Elephant can reach under the platform cover with its trunk and yank out player characters. This is an instant death attack. When the Zombie Elephant is finally toppled, approach the streetcar doors to end the scenario.

## VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	5800~7200	7800~9000	9500~11000	10800~12000
Network	6800~9500	7500~12000	10600~13000	12000~14000



## ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Trunk Swing	130~160	300~380	400~480	500~680
Lunge	250~400	800~1000	1000~1150	1200~1900
Removal (Instant Death)	2000	2000	2000	2000
Rearing Back Attack	250~280	300~440	450~480	500~540
Rush	360~420	650~740	800~900	1000~1200
Inclined Trunk	160~190	300~380	400~480	500~580
Stomp	90~120	170~210	250~280	300~330

## VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	4000~4000	5200~5200	6400~6400	7200~7200
Network	7200~7200	8500~8500	9000~9000	10000~10000

## ATTACK POWER

ATTACK	EASY	NORMAL	HARD	VERY HARD
Scratch	100~160	250~350	250~450	400~750
Pounce	180~210	250~350	450~590	600~950
Dismissing Fling (Instant Death)	2000	2000	2000	2000
Direct Attack	100~160	200~280	250~350	300~400
Jumping Off	200~300	250~350	300~400	400~550
Rearing Back Attack	250~280	300~440	450~480	500~540



## "WILD THINGS" COMPLETE EVENT CHECKLIST

#	Item	Restriction	Rank
1	Solved combination lock.	Individual	20
2	Cut chain on zoo gate.	Individual	30
3	Played tape at Elephant Stage.	Player who activated switch.	20
4	Copied parade BGM tape.	Individual	30
5	Played tape at front gate.	Individual	40
6	Crushed Rafflesia.	Everyone	30
7	Turned on red light in office.	Players in the room.	20
8	Turned on blue light in office.	Players in the room.	30
9	Solved red painting puzzle.	Players in the room.	20
10	Solved blue painting puzzle.	Players in the room.	30
11	Entered electrical passcode.	Individual	30
12	Closed Elephant Stage gate.	Individual	20
13	Trapped Titan in Elephant Stage.	Everyone	30
14	Titan escaped in Elephant Stage.	Everyone	20
15	Killed Titan in zoo.	Everyone	40
16	Solved Terrarium Dome puzzle.	Everyone	30
17	Raised crane at boarding house.	Individual	20
18	Turned on spotlight.	Individual	20
19	Used Lion emblem (Red).	Individual	20
20	Used Lion emblem (Blue).	Individual	20
21	Titan appeared at front gate.	Everyone	30
22	Stalker appeared.	Everyone	40
23	Killed Titan at front gate.	Everyone	40
24	Killed Stalker.	Everyone	50
25	Pushed cart away from stairs.	Everyone	30
26	Opened hatch in passage.	David Only.	30
27	Heard scream in back alley.	Individual	10
28	Heard scream near restaurant.	Individual	10
29	Got item from Patric.	Individual	30
30	Got item from Lloyd.	Individual	30
31	Checked out back alley.	Individual	30
32	Cut chain on boarding house.	Individual	40
33	Opened locker in office.	Individual	30
34	Used elephant key.	Individual	20
35	Used alligator key.	Individual	20
36	Used lion key.	Individual	20
37	Used office key.	Individual	20
38	Obtained all maps.	Individual	20
39	Obtained "Evacuation order."	Individual	10
40	Obtained "Joseph's notebook."	Individual	10
41	Obtained "Repair notification."	Individual	10
42	Obtained "Elephant keeper's diary."	Individual	10
43	Obtained "Message from management."	Individual	10
44	Obtained "Employee evaluation form."	Individual	10
45	Obtained "Zoo pamphlet 1."	Individual	10
46	Obtained "Zoo pamphlet 2."	Individual	10
47	Obtained "Comet News."	Individual	20
48	Obtained "Memo to Alyssa."	Individual	20
49	Obtained "Money Scoop."	Individual	20
50	Obtained "Herb pie recipe."	Individual	20
51	Obtained "Torn memo."	Individual	10

### Event Checklist Pointers

#### Heard Scream in Back Alley, Near Restaurant

There is a 1 in 8 chance that a female scream may be heard while investigating the Back Alley, and the same chance of hearing the Zombie Elephant roar while exploring the street area "in front of Elephant Restaurant." However, if Jim is a player character, there is a 50% chance of hearing either sound in these areas.

#### Pushed Cart Away from Stairs

A trolley cart blocks the stairs in the East Concourse area, preventing access to a file and a few items. In Network mode, two player characters can work together to push aside the trolley cart blocking the stairs. However, in Single Play mode the only way to unblock the stairs is to use Mark's brute strength. Therefore, this is a Mark-only item in Single Play mode.



#### Opened Hatch in Passage

Only David can open the wall panel in the upper portion of the Connecting Passage area to obtain an item.



#### Comet News

Have Alyssa search the open ground area in the northeast portion of the Front Gate area, during or after the final boss fight, to find this item.

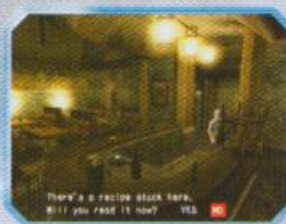
#### Memo to Alyssa

Have Alyssa examine the overturned table near the north shutter exit in the Office to find this item.



#### Herb Pie Recipe

Cindy can learn the secret of this enticing entrée by inspecting the inside of the service counter inside Elephant Restaurant.



#### Message from Management/Torn Memo

In Hard and Very Hard modes, the essential "Message from Management" document is located at the Front Gate Plaza. Examine the bloody coat on the ground near the gate to find the file. Note that the document



isn't available in Easy mode. Instead, examine the bloody jacket on the signpost at the "Path in Front of Observation Deck" area to read the "Torn Memo".

## Notes for Easy, Hard, and Very Hard Modes

In Easy Mode, the Parade BGM is already loaded into the soundboard and dubbing machine in the control booth at the Elephant Stage. Therefore, there is no need to procure the Parade BGM Tape before attempting to lure the Zombie Elephant to the Elephant Stage to trap it. The Blank Tape can be dubbed to make a second Parade BGM Tape simply by examining the dubbing machine with the Blank Tape in the player's possession.

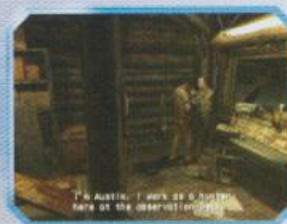
In Easy Mode, the Lion Emblem (Blue) is already set; the player only needs to find the Lion Emblem (Red). To obtain the Emblem, close the gate in the Elephant Stage area to make the corpse drop the Emblem. Then proceed toward the Front Gate area and the final showdown. The Show Animal's Boarding House and Service Road areas are inaccessible.


In Hard Mode and Very Hard mode, the Office is locked so the **Office Key** must be obtained. The Elephant Stage area is no longer locked, so the Elephant Key isn't needed. The Office Key rests



in the center of the painted circle in the Elephant Stage area, in both modes. Refer the Zoo's Item List to find other key items.

In Hard and Very Hard mode, an additional NPC named Austin appears at the Observation Deck. Speak with him and then speak to the other NPCs at the Inner Office and the Elephant Stage to receive additional items. *Do not speak to either of these men before speaking to Austin, or no item is received!*



In Hard and Very Hard mode, the upper level of the Terrarium Dome is broken by a gap. Jump across the gap to continue. Press the  button at the edge to prepare to jump, and press it again at the moment the character runs to the edge to jump the gap.

## "WILD THINGS" CLEAR TIME RANKING—SINGLE PLAY

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:11:00~	00:20:00~	00:43:00~	00:45:00~
B	00:20:00~	00:25:00~	00:45:00~	00:48:00~
C	00:35:00~	00:35:00~	00:50:00~	00:51:00~
D	00:45:00~	00:45:00~	00:55:00~	00:55:00~
E	01:00:00~	01:00:00~	01:00:00~	01:00:00~

## "WILD THINGS" CLEAR TIME RANKING—NETWORK (DVD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:12:00~	00:20:00~	00:30:00~	01:05:00~
B	00:20:00~	00:25:00~	00:35:00~	01:07:00~
C	00:35:00~	00:35:00~	00:45:00~	01:09:00~
D	00:45:00~	00:45:00~	00:55:00~	01:12:00~
E	01:00:00~	01:00:00~	01:00:00~	01:15:00~

## "WILD THINGS" CLEAR TIME RANKING—NETWORK (HDD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:11:00~	00:19:00~	00:28:00~	01:00:00~
B	00:20:00~	00:24:00~	00:33:00~	01:02:00~
C	00:35:00~	00:34:00~	00:43:00~	01:04:00~
D	00:45:00~	00:45:00~	00:55:00~	01:12:00~
E	01:00:00~	01:00:00~	01:00:00~	01:15:00~

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# UNDERBELLY

Raccoon City Subway

EASY

NORMAL

HARD

VERY HARD

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## ITEM LIST: Subway B1F

Callout No.	EASY	NORMAL	HARD	VERY HARD
01	First Aid Spray x2	No Item	No Item	No Item
02	Handgun	No Item	No Item	No Item
03	Handgun Rounds	No Item	No Item	No Item
04	Green Herb	Green Herb	Green Herb	No Item
05	Green Herb	Green Herb	No Item	No Item
06	No Item	No Item	No Item	Green Herb
07	Hemostat	Red Herb	No Item	No Item
08	Alcohol Bottle	Alcohol Bottle	Red Herb	No Item
09	No Item	No Item	No Item	Handgun GL
10	Handgun	Handgun	No Item	Blue Herb
11	Red Herb	Concrete Piece	Concrete Piece	First Aid Spray
12	No Item	No Item	First Aid Spray	No Item
13	Blue Herb	Iron Pipe	Iron Pipe	Iron Pipe
14	Handgun Rounds	Handgun Rounds	No Item	Recovery Medicine Base
15	First Aid Spray	First Aid Spray	Handgun GL	Alcohol Bottle
16	Concrete Piece	Stick	Handgun Rounds	No Item
17	Folding Knife	Folding Knife	Blue Herb	Folding Knife
18	Scrub Brush	Scrub Brush	Scrub Brush	Scrub Brush
19	First Aid Spray	First Aid Spray	First Aid Spray	First Aid Spray
20	Concrete Piece	Concrete Piece	Concrete Piece	No Item
21	Iron Pipe	No Item	Iron Pipe	Iron Pipe
22	No Item	No Item	No Item	Handgun Magazine
23	Handgun Rounds	Handgun Rounds	No Item	No Item
24	First Aid Spray x2	No Item	No Item	No Item
25	Handgun	Handgun	No Item	Blood Infusion Pack
26	Green Herb	Green Herb	No Item	No Item
27	Green Herb	Green Herb	Green Herb	No Item
28	Stick	Stick	Stick	Stick
29	No Item	No Item	No Item	Handgun GL Magazine
30	Hemostat	Folding Knife	Folding Knife	Folding Knife
31	First Aid Spray	First Aid Spray	First Aid Spray	No Item
32	Green Herb	Green Herb	Green Herb	No Item
33	Iron Pipe	Iron Pipe	Iron Pipe	No Item
34	Newspaper 1	Newspaper 1	Newspaper 1	Newspaper 1
35	Red Herb	Red Herb	No Item	Red Herb
36	First Aid Spray	Blue Herb	Red Herb	Iron Pipe
37	Wooden Pole	Wooden Pole	Handgun Rounds	No Item
38	Newspaper 3	No Item	Handgun	Green Herb
39	Handgun Rounds	Handgun Rounds	Green Herb	First Aid Spray
40	Lighter	First Aid Spray	Stick	Handgun

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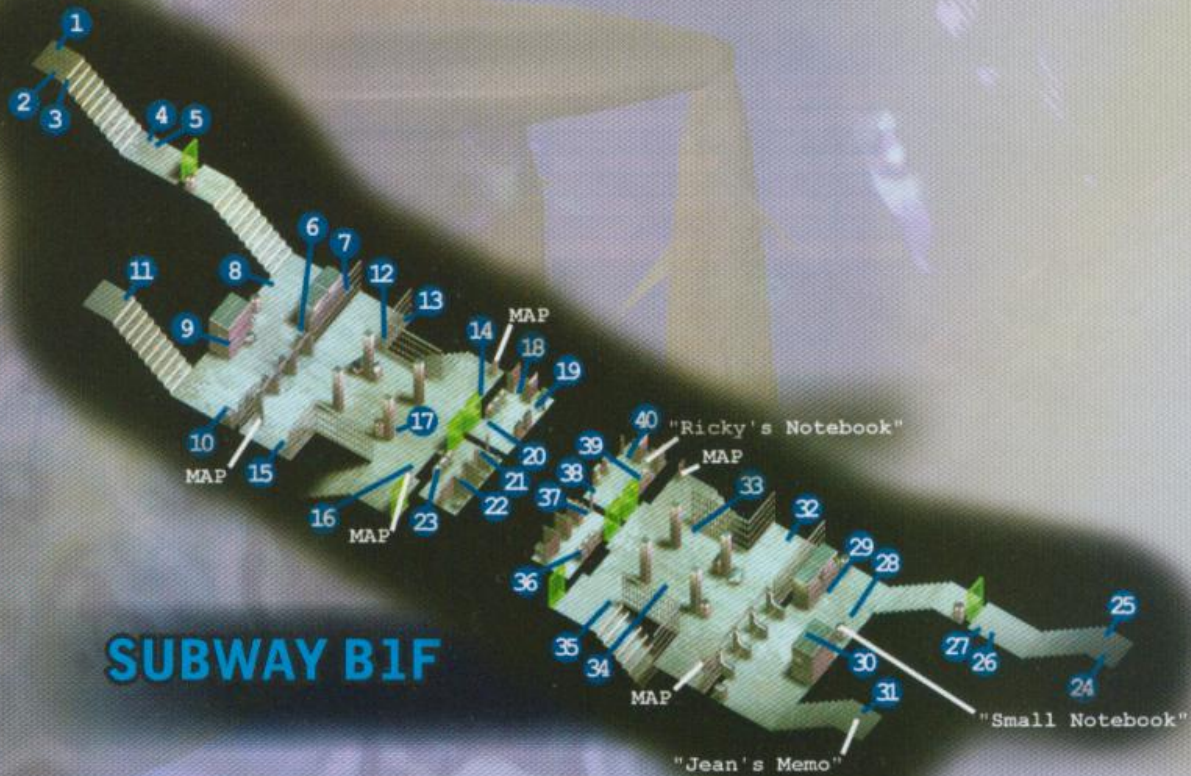
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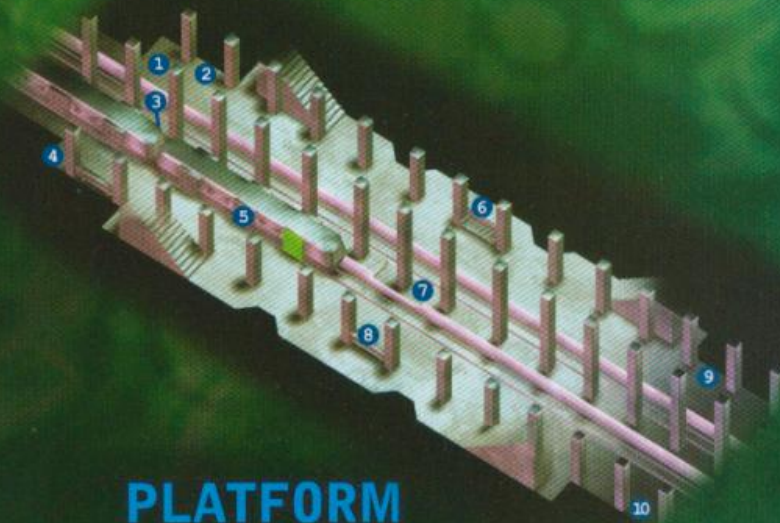


## SUBWAY B1F

## ITEM LIST: Platform

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Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Founder's Emblem (Oral)	Founder's Emblem (Oral)	Founder's Emblem (Oral)	Founder's Emblem (Oral)
2	Pesticide Spray	Green Herb	Green Herb	Green Herb
3	Shotgun E	Shotgun E	Pesticide Spray	No Item
4	Green Herb	Green Herb	Green Herb	Green Herb
5	Ventilation Tower Key	Ventilation Tower Key	Ventilation Tower Key	Ventilation Tower Key
6	Green Herb	Green Herb	Green Herb	No Item
7	Blue Herb	Green Herb	Blue Herb	Green Herb
8	Handgun Magazine	Handgun Rounds	Handgun Rounds	Handgun Magazine
9	Burst Handgun	Burst Handgun	Recovery Medicine	No Item
10	Green Herb	Blue Herb	No Item	Blue Herb



## PLATFORM



# ITEM LIST: Subway Car

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Employee Area Key	Employee Area Key	No Item	No Item
2	Assault Rifle	Assault Rifle	Blood Infusion Pack	No Item
3	Green Herb	Green Herb	Green Herb	Newspaper 2
4	No Item	No Item	No Item	Recovery Medicine
5	Alcohol Bottle	Alcohol Bottle	No Item	Green Herb
6	Hemostat	Handgun Rounds	No Item	No Item
7	Blood Infusion Pack	Blood Infusion Pack	No Item	No Item
8	Shotgun Rounds	Shotgun Rounds	Butcher Knife	Shotgun Rounds

## SUBWAY CAR

# ITEM LIST: East Tunnel

Callout No.	EASY	NORMAL	HARD	VERY HARD
01	Blue Herb	Blue Herb	Green Herb	Green Herb
02	Green Herb	Green Herb	No Item	Blue Herb
03	Pesticide Spray	Iron Pipe	Iron Pipe	Iron Pipe
04	Green Herb	Green Herb	Green Herb	Green Herb
05	No Item	No Item	No Item	First Aid Spray
06	Handgun Rounds	Handgun Rounds	No Item	No Item
07	Shotgun Rounds	Shotgun Rounds	Hemostat	No Item
08	Green Herb	Hemostat	Handgun Rounds	Newspaper 3
09	Assault Rifle Magazine	Newspaper 3	Handgun	Handgun Rounds
10	First Aid Spray	No Item	First Aid Spray	Handgun Rounds
11	Shotgun E	Shotgun E	Shotgun Rounds	No Item
12	Handgun	Handgun	No Item	No Item
13	Green Herb	Green Herb	Blue Herb	No Item
14	Green Herb	Green Herb	No Item	Shotgun Rounds
15	First Aid Spray	Red Herb	No Item	No Item
16	Magnum Revolver Rounds	Shotgun Rounds	Magnum Revolver Rounds	Concrete Piece

OBJECTIVES:

# RACCOON CITY SUBWAY

## EAST TUNNEL



Obtain the Employee Area Key from the Subway Car.



Unlock the door to the Employee Area in either Concourse area.



## Starting Points

In Network Mode, players 1 and 3 start at the West Entrance, while players 2 and 4 begin the scenario at the East Entrance. In Single Play mode, the starting location changes based on the difficulty level that was chosen.

## SINGLE PLAY MODE STARTING LOCATIONS

Mode	Starting Location	Character(s)
EASY	West Entrance	PC, AIPC #2
	East Entrance	AIPC #1
NORMAL	East Entrance	PC, AIPC #2
	West Entrance	AIPC #1
HARD	West Entrance	PC, AIPC #1
	East Entrance	AIPC #2
VERY HARD	West Entrance	AIPC #1, AIPC #2
	East Entrance	PC

## Two Locked Doors

The two entrances to the Employee Area are locked and require a staff key. Head through the concourse area as quickly as possible and descend the stairs to the Platform. Navigate to the southwest corner of the Platform and enter the Subway Car. The **Employee Area Key** rests on the seat near the conductor's cabin. Return with this item to either concourse area and unlock the black door in the corner.



Check any of the standing placards in the area to obtain the first map.



Enter the Subway Car on the Platform to obtain the **Employee Area Key**.

### JIM HAS IT EASY!

Jim starts with the Employee Area Key already in his inventory. Therefore, he can avoid going down to the Platform area to procure the key. Jim also has the full subway station map memorized already.

## A Puzzling File

Before proceeding to the Employee Area, investigate the overturned trash can next to the ticket booth at the East Ticket Gate area to read the **Small Notebook** file. Within this file is a puzzle to decode to determine a four-digit solution. The puzzle and solution is randomly determined in Network mode. In Single Play mode, the puzzle solution is always "2916". Either way, the solution is easier to determine while standing at the East Ticket Gate, where no enemies are around.



Examine the trashcan near the East Ticket Gate booth to obtain the **Small Notebook** file.



Trace the letters from the second page on the rows of the third page to discern code numbers.

The second page of the Small Notebook file contains a series of alphabet strings. The third page contains the alphabet up to the letter X, arranged in three rows. Each line on the second page represents a number of the four-digit code. To determine the number, view the third page and draw an imaginary line between the numbers. When all of the letters in the line are connected, a number should become evident.

For example, the first line of the puzzle in Normal Mode is "A B J I Q R". Turn to the third page of the file and trace a line from A to B, then from B to J, from J back to I, from I down to Q, and then from Q over to R. The number "2" has just been traced between the letters. If there is an extra space break between two letters, do *not* trace a line between them. The following section contains all of the possible letter combinations and their solutions. Keep the correct solution in mind as you enter the Employee Area.



Between each Ticket Gate and Concourse area, all of the passenger access stalls are locked—except for one. Read the markings above the stalls and go through the aisle bearing a unique sign.

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# Small Notebook Puzzle Solutions

A B J I Q R  
L K C D T S  
F V  
H G W X P O

Solution: 2916

A B R Q I J  
C D T  
F V  
P O G H X W

Solution: 3719

A B R Q A  
D T  
F E M N V U  
G O P H X

Solution: 0154

B A Q R J I  
C K L D T  
E M N F V  
G H X W O P

Solution: 6443

A B R  
D C S T L K  
E F V U E M N  
G H X W G O P

Solution: 7688

B R  
C D T S C K L  
F V  
G H P O W X

Solution: 1812

E A I J R Q  
D C K L T S  
F E M N V U  
H X

Solution: 5551

B A Q R J I  
C D T S C  
F V  
G H X W G

Solution: 6010

A B R Q A  
D C S T L K  
F E M N V U  
G H P O W X

Solution: 0652

B A Q R J I  
C D L K S T  
E F V U M N  
G O P H X

Solution: 6234

A B R Q A  
D C K L T S  
E F V U M N  
G H X W O P

Solution: 0533

J I A B R Q  
C K L D T  
E F V U M N  
P O G H X W

Solution: 9439

B R  
C K L D T  
E F N M U V  
H X

Solution: 1421

B R  
D T  
E F N M U V  
G H X

Solution: 1127

A B R  
C D T S C K L  
E M N F V  
G H X W G

Solution: 7840

B A Q R J I  
L K C D T S  
F V  
G H X W G

Solution: 6910

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ITEM LIST: **Subway B1F**

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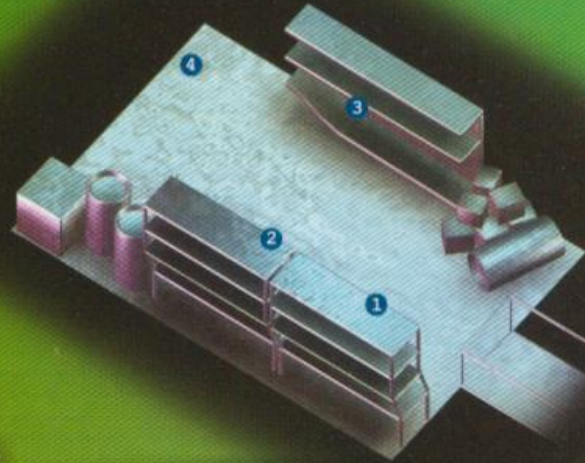
Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Blood Infusion Pack	Blood Infusion Pack	Blood Infusion Pack	No Item
2	Iron Pipe	Iron Pipe	No Item	No Item
3	Green Herb	No Item	Blue Herb	Concrete Piece
4	Blue Herb	Long Pole	Green Herb	Stick
5	First Aid Spray	Pesticide Spray	Recovery Medicine Base	Handgun Magazine
6	Green Herb	Blue Herb	Green Herb	Scrub Brush
7	Red Herb	Green Herb	Pesticide Spray	No Item
8	Green Herb	Green Herb	Newspaper 3	Blue Herb
9	Handgun Rounds	Handgun Rounds	Handgun GL Magazine	No Item
10	Scrub Brush	Scrub Brush	Scrub Brush	Concrete Piece
11	Green Herb	Green Herb	No Item	Green Herb
12	Butcher Knife	Butcher Knife	Blood Infusion Pack	Handgun GL Magazine
13	Long Pole	Long Pole	Long Pole	Stick
14	Handgun Rounds	Handgun Rounds	No Item	Butcher Knife
15	Scrub Brush	Scrub Brush	Scrub Brush	Green Herb
16	Red Herb	Hemostat	Red Herb	Butcher Knife
17	Anti Virus	Recovery Medicine Base	Handgun Rounds	Recovery Medicine Base
18	Recovery Medicine	Recovery Medicine	Magnum Revolver	Recovery Medicine
19	Handgun	Magnum Revolver	Handgun	First Aid Spray
20	Blood Infusion Pack	No Item	Handgun Magazine	Shotgun Rounds
21	First Aid Spray	First Aid Spray	First Aid Spray	No Item
22	B2F Key	B2F Key	B2F Key	B2F Key
23	First Aid Spray, Iron Pipe	Curved Iron Pipe, Iron Pipe	Handgun Magazine, Iron Pipe	Pesticide Spray, Curved Iron Pipe
24	Handgun Rounds	Shotgun Rounds	Hemostat	No Item
25	Newspaper + Bottle	Newspaper + Bottle	Newspaper + Bottle	Shotgun E
26	Shotgun Rounds	Butcher Knife	Shotgun Rounds	Blood Infusion Pack
27	No Item	No Item	No Item	Shotgun Rounds
28	Newspaper 2	Newspaper 2	Newspaper 2	No Item
29	Handgun Magazine	Handgun Magazine	No Item	Handgun GL Magazine
30	Alcohol Bottle	Alcohol Bottle	Green Herb	Green Herb
31	Blood Infusion Pack	Blood Infusion Pack	Folding Knife	Handgun Rounds
32	Green Herb	Blue Herb	Shotgun Rounds	No Item
33	Repair Tape	Repair Tape	Repair Tape	Repair Tape
34	Pesticide Spray	First Aid Spray	Alcohol Bottle	Pesticide Spray
35	Shotgun Rounds	Shotgun Rounds	Lighter	Recovery Medicine
36	Iron Pipe	Handgun Rounds	Iron Pipe	Burst Handgun
37	No Item	No Item	Burst Handgun	Shotgun E
38	Assault Rifle	Assault Rifle	Alcohol Bottle, Burst Handgun	No Item
39	First Aid Spray	Lighter	No Item	No Item
40	Red Herb	Red Herb	Green Herb	Green Herb
41	Green Herb	Green Herb	Green Herb	Alcohol Bottle
42	Blood Infusion Pack	No Item	Pesticide Spray	No Item

**SUBWAY B1F**



# ITEM LIST: Storage Room #2

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	First Aid Spray	First Aid Spray	First Aid Spray	Recovery Medicine
2	Pesticide Spray	Pesticide Spray	Handgun Rounds	Handgun Rounds
3	Magnum Revolver	Shotgun E	Shotgun E	Shotgun E
4	Blood Infusion Pack	Blood Infusion Pack	Blood Infusion Pack	Blood Infusion Pack



## STORAGE ROOM #2

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## SUBWAY B2F

# ITEM LIST: Subway B2F

Callout No.	EASY	NORMAL	HARD	VERY HARD
01	Red Herb	Green Herb	Blue Herb	Blue Herb
02	First Aid Spray	First Aid Spray	Green Herb	Green Herb
03	Green Herb	Blue Herb	No Item	Stick
04	Founder's Emblem (Werner)	Founder's Emblem (Werner)	Founder's Emblem (Werner)	Founder's Emblem (Werner)
05	Iron Pipe	Iron Pipe	No Item	Red Herb
06	Blue Herb	No Item	Handgun Rounds	No Item
07	Handgun Rounds	Handgun Rounds	Handgun Rounds	Handgun Rounds
08	Magnum Revolver S. Loader	Magnum Revolver Rounds	Shotgun Rounds	Handgun Rounds
09	Shotgun Rounds	Handgun Magazine	Handgun Rounds	Wooden Pole
10	First Aid Spray	First Aid Spray	First Aid Spray	Burst Handgun Magazine
11	First Aid Spray	First Aid Spray	First Aid Spray	Red Herb
12	Green Herb	Assault Rifle Magazine	Shotgun Rounds	Handgun Rounds
13	Magnum Revolver	Magnum Revolver	Shotgun E	Blood Infusion Pack
14	First Aid Spray	Red Herb	Green Herb	Lighter
15	Valve Handle	Valve Handle	Valve Handle	Valve Handle
16	Scrub Brush	Green Herb	Scrub Brush	Shotgun Rounds
17	Green Herb	Green Herb	Green Herb	Green Herb
18	Red Herb	Red Herb	Red Herb	Green Herb
19	Iron Pipe	Iron Pipe	Iron Pipe	No Item
20	Blood Infusion Pack	Pesticide Spray	No Item	No Item
21	Pesticide Spray	Pesticide Spray	Pesticide Spray	Pesticide Spray
22	Model Train Wheel	No Item	No Item	No Item
23	First Aid Spray	First Aid Spray	First Aid Spray	Pesticide Spray



# OBJECTIVES: Employee Area

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1  
Read the Connector Manual in the Control Room.



2  
Read the Torn Memo in the Men's Staff Restroom.



3  
Enter the combination to open the locker in the Break Room.



4  
Use the B2F Key to unlock the northwest door in the Employee Passage.



5  
Procure the Valve Handle from the Emergency Power Room.



6  
Use the Valve Handle to drain the water filling the B2F level.



7  
Activate the power in the Emergency Power Room.



8  
Solve the breaker puzzle in the Breaker Room.



9  
Obtain the Repair Tape from the Storage Room.



10  
Use Tape to fix the broken pipe in the Pump Room.



11  
Turn the Valve Handle to activate the water flow.



12  
Collect the Founder's Emblem (Werner) from the drained B2F Passage.



13  
Trigger a train crash.



14  
Investigate the train crash site to obtain the Founder's Emblem (Oral).



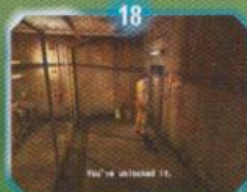
15  
Use both Founder's Emblems to separate the Subway Car and climb aboard.



16  
Defeat Giga Bite and return to the Subway Car in time to complete the scenario.



17  
If time expires and the Subway Car leaves, collect the Ventilation Tower Key.



18  
Use the Ventilation Tower Key to unlock the door to the Underground Emergency Passage on level B2F.





# WALKTHROUGH

## Control Room Clues

The **Connector Manual** is on the desk across from the entrance. This file must be read to complete the tasks ahead. Otherwise, when the time comes, the character scratches his or her head in confusion rather than utilize key items.



Be sure to read the Connector Manual, or the player character plays dumb.

The puzzle clues provided in the Small Notebook file help to determine a four-number combination that can be input into the lock of the drawer in the southeast corner of the Control Room. Refer to the puzzle solution in the previous section to determine the number. The drawer contains an item.



Use the combination determined from the Small Notebook puzzle to open the drawer in the corner near the console.



Use Alyssa's lockpick tools to open the locker against the west wall to obtain a weapon.

## CRAWLING THROUGH DUCTS AS JIM

As noted previously, Jim benefits from some perks during this scenario as an employee of the transit system. Throughout the Employee Area, there are open ventilation ducts at floor level that no one but Jim can crawl through. Each time Jim crawls through a duct, he emerges in another room. On a slight chance, Jim *may* emerge in a room that only he can access at Storage Room #2. However, when crawling through the vent duct in the Storage Room, Jim arrives in Storage Room #2 *every time*. The following tables show where Jim may end up each time he crawls through a duct.

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## EASY MODE

Entry	Exit
Storage Room #2	Employee Passage: West Duct (100%)
Employee Passage: West Duct	Women's Staff Restroom (75%), Storage Room #2 (25%)
Employee Passage: East Duct	Men's Staff Restroom (75%), Storage Room #2 (25%)
Storage Room	Storage Room #2 (100%)
Women's Staff Restroom	Employee Passage: West Duct (75%), Storage Room #2 (25%)
Men's Staff Restroom	Employee Passage: East Duct (75%), Storage Room #2 (25%)
B2F Passage: West Duct	Refuse Dump (75%), Storage Room #2 (25%)
B2F Passage: East Duct	Pump Room (75%), Storage Room #2 (25%)
B2F Passage: South Duct	Emergency Power Room (75%), Storage Room #2 (25%)
Refuse Dump	B2F Passage: West Duct (75%), Storage Room #2 (25%)
Pump Room	B2F Passage: East Duct (75%), Storage Room #2 (25%)
Emergency Power Room	B2F Passage: South Duct (75%), Storage Room #2 (25%)

## NORMAL MODE

Entry	Exit
Storage Room #2	Employee Passage: West Duct (100%)
Employee Passage: West Duct	Men's Staff Restroom (87.5%), Storage Room #2 (12.5%)
Employee Passage: East Duct	Women's Staff Restroom (87.5%), Storage Room #2 (12.5%)
Storage Room	Storage Room #2 (100%)
Women's Staff Restroom	Employee Passage: West Duct (87.5%), Storage Room #2 (12.5%)
Men's Staff Restroom	Employee Passage: East Duct (87.5%), Storage Room #2 (12.5%)
B2F Passage: West Duct	Refuse Dump (87.5%), Storage Room #2 (12.5%)
B2F Passage: East Duct	Emergency Power Room (87.5%), Storage Room #2 (12.5%)
B2F Passage: South Duct	Pump Room (87.5%), Storage Room #2 (12.5%)
Refuse Dump	B2F Passage: South Duct (87.5%), Storage Room #2 (12.5%)
Pump Room	B2F Passage: East Duct (87.5%), Storage Room #2 (12.5%)
Emergency Power Room	B2F Passage: West Duct (87.5%), Storage Room #2 (12.5%)

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END OF THE ROAD



## HARD

Entry	Exit
Storage Room #2	Employee Passage: West Duct (50%), Men's Staff Restroom (50%)
Employee Passage: West Duct	Women's Staff Restroom (37.5%), Men's Staff Restroom (37.5%), Employee Passage: East Duct (12.5%), Storage Room #2 (12.5%)
Employee Passage: East Duct	Men's Staff Restroom (37.5%), Women's Staff Restroom (37.5%), Employee Passage: West Duct (12.5%), Storage Room #2 (12.5%)
Storage Room	Storage Room #2 (100%)
Women's Staff Restroom	Employee Passage: West Duct (37.5%), Employee Passage: East Duct (37.5%), Men's Staff Restroom (12.5%), Storage Room #2 (12.5%)
Men's Staff Restroom	Employee Passage: East Duct (37.5%), Employee Passage: West Duct (37.5%), Women's Staff Restroom (12.5%), Storage Room #2 (12.5%)
B2F Passage: West Duct	Refuse Dump (37.5%), B2F Passage: East Duct (37.5%), Pump Room (12.5%), Storage Room #2 (12.5%)
B2F Passage: East Duct	Pump Room (37.5%), B2F Passage: South Duct (37.5%), Emergency Power Room (12.5%), Storage Room #2 (12.5%)
B2F Passage: South Duct	Emergency Power Room (37.5%), Pump Room (37.5%), B2F Passage: West Duct (12.5%), Storage Room #2 (12.5%)
Refuse Dump	B2F Passage: West Duct (37.5%), Emergency Power Room (37.5%), B2F Passage: East Duct (12.5%), Storage Room #2 (12.5%)
Pump Room	B2F Passage: East Duct (37.5%), Refuse Dump (37.5%), B2F Passage: South Duct (12.5%), Storage Room #2 (12.5%)
Emergency Power Room	B2F Passage: South Duct (37.5%), B2F Passage: West Duct (37.5%), Refuse Dump (12.5%), Storage Room #2 (12.5%)

## VERY HARD MODE

Entry	Exit
Storage Room #2	Employee Passage: West Duct (37.5%), Men's Staff Restroom (50%), Storage Room #2 (12.5%)
Employee Passage: West Duct	Women's Staff Restroom (25%), Men's Staff Restroom (25%), Employee Passage: East Duct (37.5%), Storage Room #2 (12.5%)
Employee Passage: East Duct	Men's Staff Restroom (25%), Women's Staff Restroom (25%), Employee Passage: West Duct (37.5%), Storage Room #2 (12.5%)
Storage Room	Storage Room #2 (25%), Employee Passage: West Duct (25%), B2F Passage: West Duct (25%), Storage Room (25%)
Women's Staff Restroom	Employee Passage: West Duct (25%), Employee Passage: East Duct (25%), Men's Staff Restroom (37.5%), Women's Staff Restroom (12.5%)
Men's Staff Restroom	Employee Passage: East Duct (25%), Employee Passage: West Duct (25%), Women's Staff Restroom (37.5%), Men's Staff Restroom (12.5%)
B2F Passage: West Duct	Refuse Dump (25%), B2F Passage: East Duct (25%), Pump Room (37.5%), Storage Room #2 (12.5%)
B2F Passage: East Duct	Pump Room (25%), B2F Passage: South Duct (25%), Emergency Power Room (37.5%), Storage Room #2 (12.5%)
B2F Passage: South Duct	Emergency Power Room (25%), Pump Room (25%), B2F Passage: West Duct (37.5%), Storage Room #2 (12.5%)
Refuse Dump	B2F Passage: West Duct (25%), Emergency Power Room (25%), B2F Passage: East Duct (37.5%), Refuse Dump (12.5%)
Pump Room	B2F Passage: East Duct (25%), Refuse Dump (25%), B2F Passage: South Duct (37.5%), Pump Room (12.5%)
Emergency Power Room	B2F Passage: South Duct (25%), B2F Passage: West Duct (25%), Refuse Dump (37.5%), Emergency Power Room (12.5%)

### The Break Room Locker

Navigate through the Employee passage to the center of the corridor, and head south to the Men's Staff Restroom. Examine the boxes stacked in the corner to read the **Torn Memo**.

This valuable document contains an important password. When you're finished, proceed to the Break Room and examine the

locker on the south wall. Input the four-letter password into the lock to open the locker and take the **B2F Key**. Use this key to unlock the door at the top of the northwestern portion of the Employee Passage.



*Jim can open his own locker in the Break Room to obtain a couple of weapons.*

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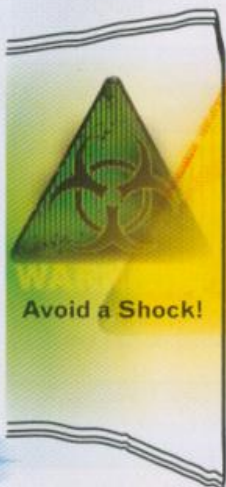


## Basement Flood

Head to the south end of the B2F Passage and enter the Emergency Power Room. Search inside the fenced area and take the **Valve Handle**. Return to the B2F Passage and descend the stairs into the flooded portion. Wade to the Pump Room and ascend to the platform. Insert the Valve Handle into the socket on the pump machinery to drain the water filling the B2F level.



*Check the shelves just inside the Emergency Power Room door to find a Magnum Revolver in Easy and Normal modes.*



In spite of the open breaker box in the Emergency Power Room, avoid reconnecting the power before draining the water from the B2F level. Otherwise, the player character will experience a severe electric shock.

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*Zombies enter the Pump Room and B2F Passage frequently just after the water is drained.*

on the door near the floor reveals, water must flow through the pipes to power the emergency sprinkler system on the subway Platform. Since upcoming events may require that the sprinklers function properly, the pipes must be fixed.

Examine the pipes just below the stairs in the Pump Room to find the source of the flood. It's impossible to channel water through the pipes while the hole remains unfixed. Although it's impractical to guess in advance, failure to fix the hole in the pipe proves detrimental later. As the newly revealed

### Maintenance Form

David, the plumber, can fix the hole in the pipe immediately using all of his Vinyl Tape. However, if he has fewer than nine pieces, he can't fix it. All other characters must return to the B1F level and take the steps necessary to procure the Repair Tape, as detailed in the following section.



*The water may be drained, but the pipe is still broken!*

## Obtaining Repair Tape



*Flip that power switch with confidence—after draining the flood waters.*

After draining the floodwaters from the B2F Passage, return to the Emergency Power Room and throw the switch on the breaker. By draining the water, the threat of electrocution caused by the breaker is eliminated.

With the power restored, the power control console in the Breaker Room on B1F becomes active. Examine the panel and solve the puzzle to accomplish two objectives:

- Unlocking the Storage Room door. Procure the **Repair Tape** from the Storage Room.
- Restoring power to the tracks in the Platform area. This enables the second subway train to arrive.

## Storage Room Secrets

The Storage Room where the Repair Tape is located has some other intriguing features worth mentioning. For example, two player characters working together can push the crate at the back of the room. In Single Play mode, Mark can push the crate by himself. When the crate comes to a halt, climb on top of it and search the shelves on the right to find an **Assault Rifle**. Additionally, in most difficulty modes, Jim can crawl through the duct in this room to reach Storage Room #2 with 100% certainty.



*Mark can push the crate at the back of the Storage Room to obtain an extra weapon in most modes.*



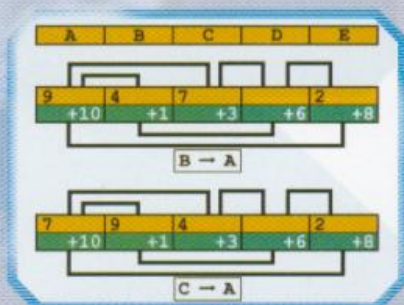
## Breaker Room Power Conduit Solutions

To solve the power conduit panel puzzle, rearrange the circuits so that all conduits reach a total voltage of 10. Start by adjusting the power supply of the open conduit. For instance, if the open conduit reads "+8" on the bottom circuit, then select the top circuit that reads "+2". Continue reconnecting the power circuits until the power of all connectors equals 10. Use the following diagrams to determine how to solve the puzzle, depending on the selected difficulty level and the initial power configuration.

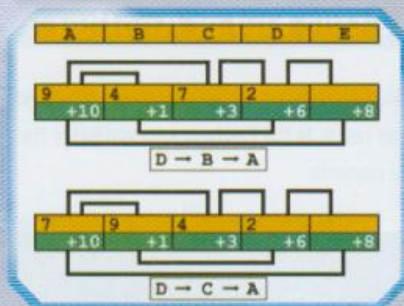


*Solve the Breaker Room conduit puzzle to get the train rolling and open the Storage Room.*

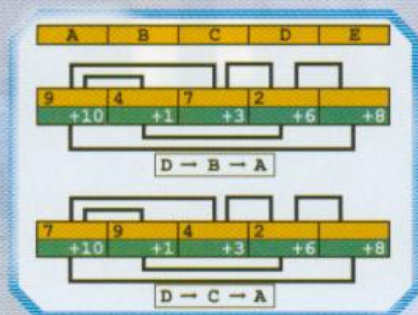
### Easy



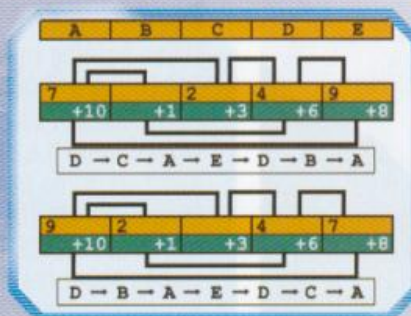
### Normal



### Hard



## Very Hard



## The Founder's Emblems

After draining the water from the B2F Passage, the **Founder's Emblem (Werner)** appears in the corridor just outside the Pump Room. Procure this item only after taking whatever steps are necessary to reconnect the water supply to the sprinkler system in the Pump Room.



*One of the Founder's Emblems required for separating the Subway Car from the wreckage is located in the B2F Passage after the water drains.*

Return to the Platform area after solving the Breaker Room panel puzzle and approach the Subway Car. An enlarged Mega Bite monster appears and attacks. Additional Mega Bites now replace the enemies in all areas of the subway station.

Approximately one minute after the Mega Bites appear, a subway train begins to head for the Platform area. After the subway crashes into the western portion of the Platform, fire emanates from the site and smoke fills the area. This rush of smoke will make any characters in the Platform area suffer from smoke inhalation. However, if the sprinkler system has been repaired, then the emergency sprinklers douse the flames and prevent the smoke from harming anyone.



*If a small brown Mega Bite attaches itself to your character, climb on or off one of the platforms to disengage the creature.*



*If the sprinklers are not activated before the train crashes into the Platform, the area fills with life-draining smoke.*

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## Giga Bite

When fighting this boss, player characters must deal with enlarged Mega Bites that emerge two at a time from behind their master. Lead the smaller creatures away from the boss for easier disposal, then return to the main task at hand. Occasionally, four Mega Bites may come rolling down the tunnel in an attempt to cause damage. To avoid this attack, move to the side of the area or position the player character behind one of the columns. Use the **Hemostat x3** located in this area to cure Bleeding inflicted by enlarged Mega Bites.

Giga Bite remains stationary throughout most of the battle, making it an easy target. Occasionally, it may crawl forward a few steps and attack with its forward legs. However this attack can be avoided. Use Magnums and Shotgun blasts to defeat it as soon as possible, so that fewer Mega Bites appear.



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If you have not yet done so, take the steps necessary to repair the sprinkler system to douse the flames. After doing so, investigate the area near the crash site to obtain the **Founder's Emblem (Oral)**.

Having read the Connector Manual file in the Control Room and obtained both Founder's Emblems, examine the gate-like structure between the two subway cars. Insert the Emblems into the holes to separate the Subway Car from the wreckage. Next, board the Subway Car and approach the conductor's cabin to trigger the appearance of the Giga Bite boss.

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*Black Mega Bites do not digest a character's blood and grow. Instead, they pump the character with venom and inflict Poison status.*



*After separating the train and boarding the Subway Car, the Giga Bite drags the player character to the East Tunnel. In Network mode, one character is hauled off while the others must head to the East Tunnel to rescue the abducted teammate.*

## Race to One End or Another

Following the Giga Bite's death, an announcement blares over the intercom. Quickly return to the Platform area and board the Subway Car to complete the scenario.



*Boarding the Subway Car after defeating Giga Bite is one way to end the "Underbelly" scenario.*



## VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	2000~2000	3800~3800	4500~4500	5200~5200
Network	3000~3000	4200~4200	5000~5000	5800~5800

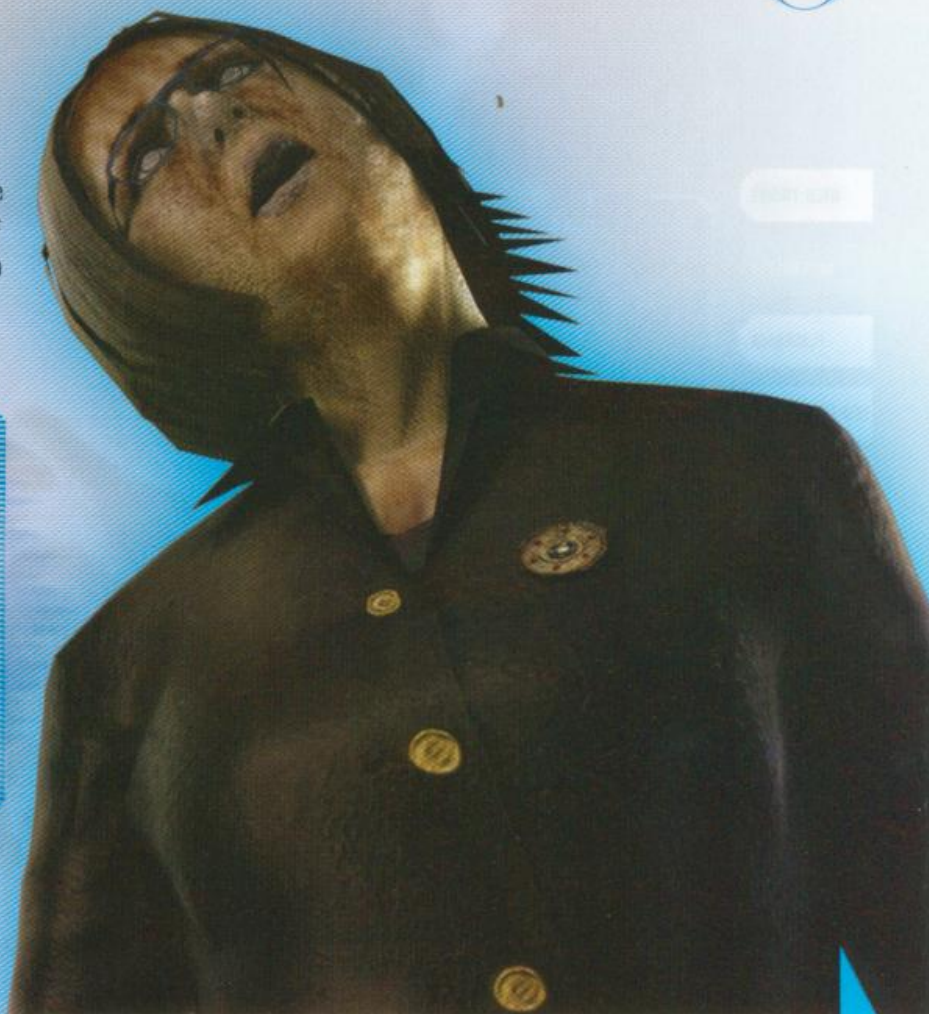
## ATTACK POWER

Attack Name	EASY	NORMAL	HARD	VERY HARD
Direct Attack	50~80	70~100	100~130	150~180
Advancing Scratch	180~210	320~390	440~510	600~670

Any characters who are outside the Subway Car when time expires (roughly one minute) are left behind to find another exit. Search the train tracks where the Subway Car previously stood to find the **Ventilation Tower Key**. New items are also available in the East Tunnel area where the boss fight took place. Head to the Emergency Power Room on level B2F and use the Ventilation Tower Key to unlock the east door. Proceed through the Underground Emergency Passage to the Ventilation Tower.



Use the Pesticide Sprays scattered around the Underground Emergency Passage to instantly kill small Mega Bites; it takes two sprays to dispose of the enlarged Mega Bites.







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# ITEM LIST: Ventilation Tower

Callout No.	EASY	NORMAL	HARD	VERY HARD
01	Green Herb	Green Herb	Green Herb	Long Pole
02	Blue Herb	Blue Herb	Blue Herb	Green Herb
03	Assault Rifle	Blood Infusion Pack	No Item	No Item
04	Concrete Piece	Concrete Piece	Concrete Piece	Concrete Piece
05	Shotgun E	Model Train Wheel	Model Train Wheel	Model Train Wheel
06	First Aid Spray	First Aid Spray	First Aid Spray	First Aid Spray
07	First Aid Spray	Shotgun E	First Aid Spray	No Item
08	Green Herb	Green Herb	Green Herb	Green Herb
09	Shotgun Rounds	Stick	Stick	Stick
10	Green Herb	First Aid Spray	Green Herb	Green Herb
11	Iron Pipe	Iron Pipe	Iron Pipe	Iron Pipe
12	Green Herb	Green Herb	Green Herb	Green Herb
13	Blue Herb	Green Herb	Green Herb	Green Herb

## OBJECTIVES:

# Ventilation Tower

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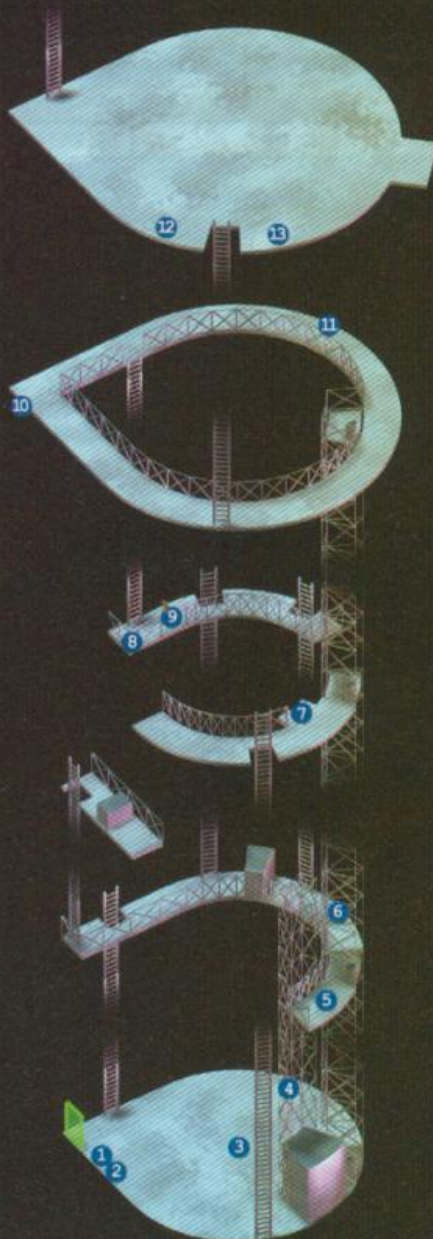
Climb to the fourth level and press the glowing button to lower the lift.



Navigate to the south end of the second level and obtain the Model Train Wheel.



Climb the ladders to the top level and use the Model Train Wheel to lower the escape ladder. Climb the escape ladder to freedom.



## VENTILATION TOWER



## Tall Climb Out

### The Blood Infusion

**Pack** in the middle of the floor on the lowest level of the tower may prove useful in a moment, so go ahead and carry it. Of the two ladders on the lowest level, climb up the longer ladder on the south side of the area. Press the glowing orange switch on the wall near the lift to make the lift descend to the second level.

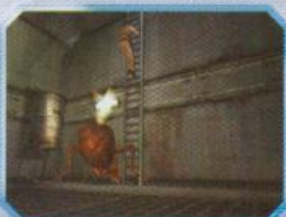


*Mega Bites attempt to knock characters off ladders. Suppress or distract the bugs before attempting to climb.*



*Mark or two player characters can push a box on the third level to create a shortcut to the platform where the lift power switch is located.*

Return to the bottom level of the tower, and this time climb the smaller ladder near the entrance. Climb up the next ladder, then climb back down from the fourth level to the second level. Cross the lift and collect the **Model Train Wheel**. Return to the fourth level and continue climbing to the top.



*Spill a Blood Infusion Pack away from the fresco and escape ladder before trying to climb out of the Ventilation Tower.*

The top level houses the worst Mega Bite infestation seen yet. Insert the Model Train Wheel into the wall fresco, featuring the two founder's faces, to lower the emergency escape ladder. If the Mega Bites prove too difficult during this task, run out to the middle of the area and place a Blood Infusion Pack. Upon doing so, climb the ladder and flee before the enlarged Mega Bites can knock the player character off the rungs.

## "UNDERBELLY" COMPLETE EVENT CHECKLIST

NO.	Item	Restriction	Rank	DONE
1	Entered passcode into locker.	Individual	20	
2	Stopped leak in lower level.	Individual	20	
3	Solved switchboard puzzle.	Individual	30	
4	Saw "Enter Mega Bite" scene.	Everyone	10	
5	Fixed pipe with repair tape.	Individual	20	
6	Fixed pipe with vinyl tape.	David only	40	
7	Used Founder's emblem (Werner).	Individual	20	
8	Used Founder's emblem (Oral).	Individual	20	
9	Attacked by Giga Bite.	Individual	40	
10	Used model train wheel.	Individual	20	
11	Saw "Railway to Tomorrow" scene.	Individual	30	
12	Saw "Cold Comfort" scene.	Individual	40	
13	Read all graffiti with lighter.	Individual	50	
14	NPC was pulled into ceiling.	Individual	40	
15	Used employee area key.	Individual	10	
16	Used B2F key.	Individual	20	
17	Used ventilation tower key.	Individual	30	
18	Obtained map.	Individual	20	
19	Obtained "Torn memo."	Individual	10	
20	Obtained "Ricky's notebook."	Jim only	20	
21	Obtained "Jean's Memo."	Individual	20	
22	Obtained "Connector manual."	Individual	10	
23	Obtained "Warning."	Individual	10	
24	Obtained "Old pamphlet."	Individual	10	
25	Obtained "Raccoon Today."	Individual	10	
26	Obtained "Daily Raccoon."	Individual	10	
27	Obtained "Wonderful Life."	Individual	10	
28	Obtained "Small notebook."	Individual	10	
29	Obtained "Maintenance form."	Individual	10	
30	Obtained "Company memo."	Individual	10	

### Event Checklist Pointers

#### Read All the Graphitti with Lighter

By using a Lighter to read the messages written in dark places in four different locations throughout the subway station, the player can gain an extra item from the Break Room. When first attempting to read the message, the character indicates "Something's written here. It's too dark to read." When the Lighter is used at these locations, the character finds a clue. Use the Lighter in the following locations in the *exact order listed* to find an item. In most modes, the item is a **Newspaper + Bottle** prep. Combine this with a Lighter to make a Molotov Cocktail.

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## GRAPHITTI LOCATIONS



The central stall door in the Women's Restroom (West).



The central stall door in the Women's Restroom (West).



The column in the southwest corner of the Platform.



The east bed in the Break Room; the item appears.

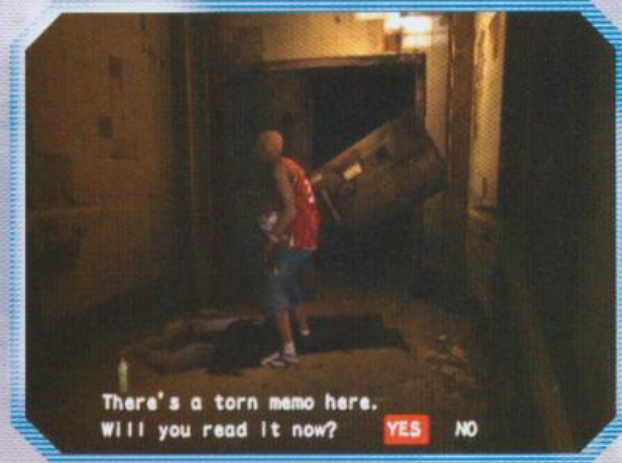
### NPC Was Pulled into Ceiling

Upon entering the Women's Staff Restroom in the Employee Area, the player may hear a woman screaming. Quickly proceed further into the room to see a woman being pulled into the ceiling. Random chance determines whether or not this occurs. Jim's presence seems to raise the chance of occurrence.



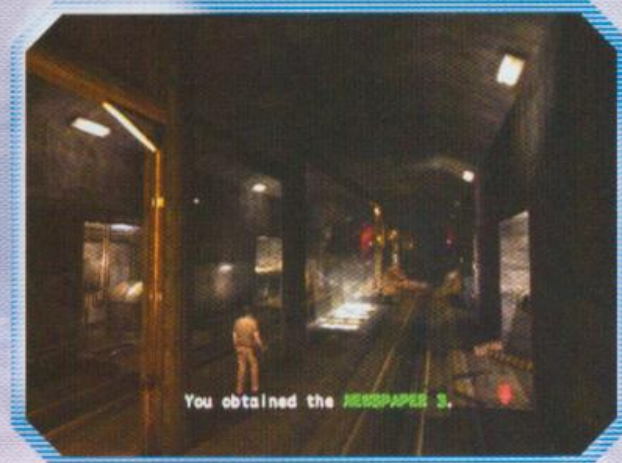
### Obtained "Jean's Memo"

In Hard and Very Hard modes, Jean's corpse appears at the East Ticket Gate. Search the body to find **Jean's Memo**, a message directed to Kevin. The code "0325" opens Jean's desk drawer in the East Office of the R.P.D. in the scenario, "Desperate Times".



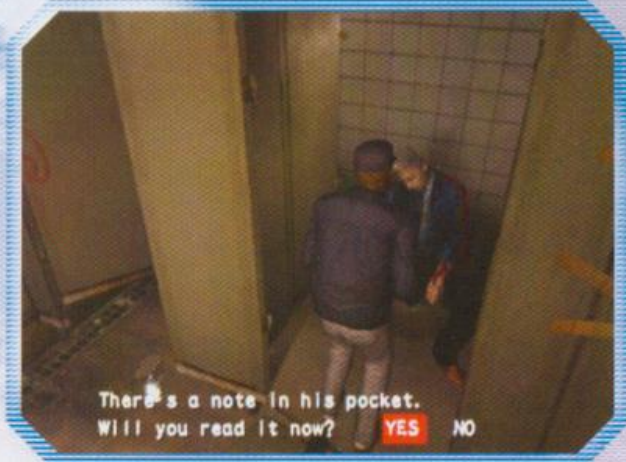
### Obtained "Wonderful Life"

The Newspapers are extremely tricky to find. **Newspaper 3** does not appear in the East Tunnel until *after* the Giga Bite boss fight. The item appears on the ground between the two center posts. Possessing this item causes the "Wonderful Life" file to appear in the file menu.



### Obtained "Ricky's Notebook"

Playing as Jim, examine the corpse seated on the toilet in the Men's Restroom (East) to find this extra file warning of the impending Mega Bite threat. Only Jim can find this file and add the item to the Event Checklist.





## Notes for Easy, Hard, and Very Hard Modes

In Hard and Very Hard modes, the Employee Area Key does not exist. Jim does not start the scenario with it either. The only way to enter the Employee Area is to break through the door or use Alyssa's picking tools. In Hard and Very Hard modes, the "Torn Memo" file appears in the East Tunnel on B3F. This file must be read before the locker in the Break Room can be opened.

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## "UNDERBELLY" CLEAR TIME RANKING—SINGLE

Mode	EASY		NORMAL		HARD		VERY HARD	
Ending	Subway END	Tower END	Subway END	Tower END	Subway END	Tower END	Subway END	Tower END
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:15:00~	00:25:00~	00:15:00~	00:25:00~	00:20:00~	00:30:00~	00:45:00~	01:00:00~
B	00:20:00~	00:30:00~	00:20:00~	00:30:00~	00:25:00~	00:35:00~	00:50:00~	01:02:00~
C	00:30:00~	00:40:00~	00:30:00~	00:40:00~	00:35:00~	00:45:00~	00:55:00~	01:04:00~
D	00:40:00~	00:50:00~	00:40:00~	00:50:00~	00:45:00~	00:55:00~	01:00:00~	01:06:00~
E	00:50:00~	01:00:00~	00:50:00~	01:00:00~	01:00:00~	01:05:00~	01:05:00~	01:10:00~

## "UNDERBELLY" CLEAR TIME RANKING—NETWORK (DVD)

Mode	EASY		NORMAL		HARD		VERY HARD	
Ending	Subway END	Tower END	Subway END	Tower END	Subway END	Tower END	Subway END	Tower END
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:14:00~	00:19:00~	00:14:00~	00:20:00~	00:15:00~	00:27:00~	00:45:00~	00:50:00~
B	00:18:00~	00:23:00~	00:18:00~	00:25:00~	00:20:00~	00:30:00~	00:50:00~	00:55:00~
C	00:25:00~	00:30:00~	00:25:00~	00:30:00~	00:35:00~	00:45:00~	00:55:00~	01:00:00~
D	00:40:00~	00:45:00~	00:40:00~	00:45:00~	00:45:00~	00:55:00~	01:00:00~	01:05:00~
E	00:50:00~	01:00:00~	00:50:00~	01:00:00~	01:00:00~	01:05:00~	01:05:00~	01:10:00~

## "UNDERBELLY" CLEAR TIME RANKING—NETWORK (HDD)

Mode	EASY		NORMAL		HARD		VERY HARD	
Ending	Subway END	Tower END	Subway END	Tower END	Subway END	Tower END	Subway END	Tower END
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:12:30~	00:17:00~	00:12:30~	00:18:00~	00:13:30~	00:25:00~	00:43:00~	00:48:00~
B	00:16:30~	00:21:00~	00:16:30~	00:23:00~	00:18:30~	00:28:00~	00:48:00~	00:53:00~
C	00:23:30~	00:28:00~	00:23:30~	00:28:00~	00:33:30~	00:43:00~	00:53:00~	00:58:00~
D	00:38:30~	00:43:00~	00:38:30~	00:43:00~	00:43:30~	00:53:00~	00:58:00~	01:03:00~
E	00:50:00~	01:00:00~	00:50:00~	01:00:00~	01:00:00~	01:05:00~	01:05:00~	01:10:00~



# FLASHBACK

Forest

EASY

NORMAL

HARD

VERY HARD

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## ITEM LIST: Forest 1

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Handgun Rounds	No Item	No Item	No Item
2	Handgun	No Item	No Item	No Item
3	First Aid Spray x4	No Item	No Item	No Item
4	Shotgun E	Long Pole	Long Pole	No Item
5	Pendant	Pendant	Pendant	Pendant
6	Grenade Launcher-Flame Rounds	Shotgun E	Handgun	Handgun S6
7	No Item	No Item	No Item	Blue Herb
8	Blue Herb	Blue Herb	No Item	No Item
9	Long Pole	Long Pole	Long Pole	Iron Pipe
10	Green Herb	Green Herb	Green Herb	Green Herb
11	Green Herb	Handgun	Green Herb	Green Herb

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## FOREST 1



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## OBJECTIVES: Forest

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Speak with AI at the Cabin.



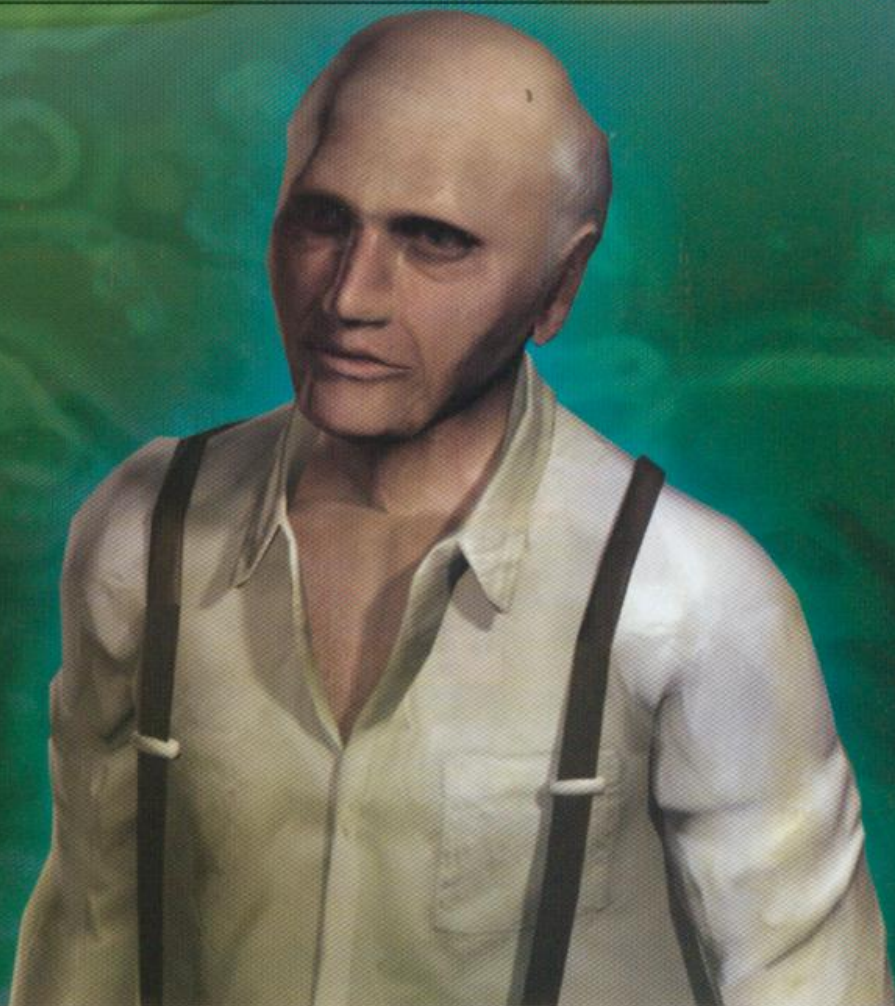
Follow AI through the Mountain Path  
area.



Cross the Suspension Bridge.



Search the Hospital Back Gate area and  
enter the hospital.







## MOUNTAIN PATH, EASY AND NORMAL MODE

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## MOUNTAIN PATH, HARD MODE

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## MOUNTAIN PATH, VERY HARD MODE

\*Glowing tree trunks disappear after  
Suspension Bridge falls.

## ITEM LIST: Mountain Path

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Long Pole	Green Herb
2	No Item	Green Herb	Handgun SG Magazine	Green Herb
3	Red Herb	No Item	No Item	No Item
4	Green Herb	Green Herb	Green Herb	No Item
5	Handgun Rounds	Green Herb	Green Herb	No Item
6	Green Herb	Blue Herb	Green Herb	No Item
7	First Aid Spray	Red Herb	Blue Herb	Empty Chemical Bottle
8	First Aid Spray	Red Herb	No Item	No Item
9	Shotgun Rounds	No Item	Handgun SG	No Item
10	No Item	Green Herb	Blue Herb	Red Herb
11	Blue Herb	No Item	No Item	Yellow Chemical Bottle
12	Green Herb	No Item	No Item	Green Herb
13	No Item	Green Herb	No Item	No Item
14	First Aid Spray	First Aid Spray	No Item	No Item
15	Stun Gun	Stun Gun	Stun Gun	Green Herb
16	Red Herb	Handgun Rounds	Red Herb	No Item

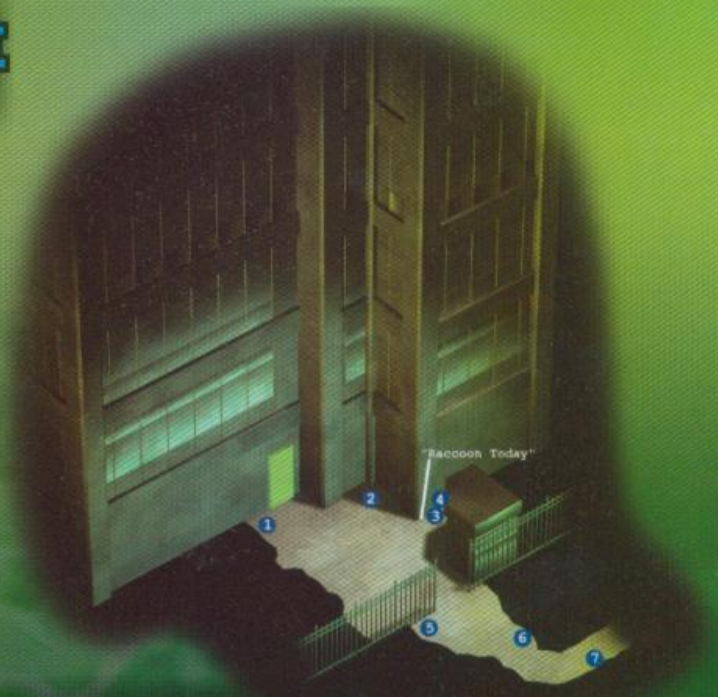


# ITEM LIST: Suspension Bridge

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	No Item	No Item	Green Herb	No Item
2	Concrete Piece	Concrete Piece	Concrete Piece	No Item
3	Green Herb	Green Herb	No Item	Green Herb
4	Blue Herb	Blue Herb	Blue Herb	Blue Herb
5	Long Pole	Long Pole	Long Pole	No Item
6	Stick	Stick	Stick	Long Pole



## SUSPENSION BRIDGE



## HOSPITAL BACK GATE

# ITEM LIST: Hospital Back Gate

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Blue Herb	Blue Herb	Blue Herb	No Item
2	Concrete Piece	Concrete Piece	Concrete Piece	Iron Pipe
3	No Item	No Item	No Item	Green Herb
4	Green Herb	Green Herb	Green Herb	Stick
5	Iron Pipe	Iron Pipe	Iron Pipe	No Item
6	Green Herb	Green Herb	No Item	No Item
7	Red Herb	Red Herb	No Item	No Item

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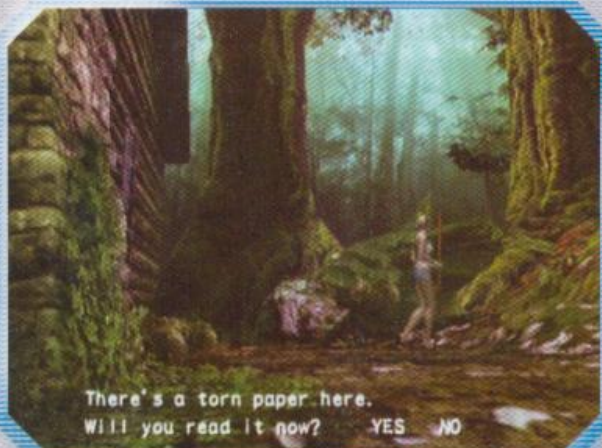
DESPERATE TIMES

END OF THE ROAD



## Isolated Cabin

Move toward the Cabin door until forest dweller—and all-around creepy guy—AI enters and says a few words. Exit the Cabin and procure one of the weapons in the area just outside. Next, follow AI through the Mountain Path area.



Check the small area next to the Cabin for weapons, herbs, and the "Mountain Safety Report" file.

## Mountain Path Guide

In Easy and Normal Modes, AI leads the player character(s) through the maze-like Mountain Path area to the Suspension Bridge. If the player character stops to fight enemies or travels an alternate route to find items, AI stops and waits until the player resumes following. In Hard and Very Hard modes, the player character must navigate this area blindly without the help of an in-game map. Use the maps provided in this guide to navigate in harder modes.



The Green Zombies in this scenario emit a poisonous gas attack when shot. Always carry a Blue Herb, if possible.

## Alyssa Appearances

If Alyssa is not a player character or AIPC, then she appears inside the Cabin and later follows AI into the woods. She then appears at the end of the path in the southeast corner of the Mountain Path area. Speak with her to obtain her **Stun Gun**. In Hard and Very Hard modes, Alyssa appears as a zombie and attacks.



It's possible to obtain items from NPC Alyssa in Easy and Normal modes.



In Hard and Very Hard modes, Alyssa can be killed for brief periods of time, but she continually rises and comes back to attack.

## Suspension Bridge Falls

Some time following AI's first appearance in the scenario, the Suspension Bridge collapses, preventing navigation between the Forest area and the Hospital Area. All player characters having not yet crossed the bridge must complete the scenario by heading across the Big Suspension Bridge. Optionally, cut off players can complete the steps in reuniting the mother and daughter. Details on this alternate ending to "Flashback" are covered in the "Family Reunion Sub-Scenario" section that follows.



The collapse of the Suspension Bridge means that all player characters still in the Mountain Path or Forest 1 areas cannot complete the scenario at the hospital.

## SUSPENSION BRIDGE COLLAPSE TRIGGER

Mode	After AI Appears	After Any Plant in Hospital Withers
Single	15 minutes	2 minutes
Net	NA	2 minutes

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# ITEM LIST: Hospital 3F

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Green Herb	No Item
2	Blue Herb	Blue Herb	Blue Herb	Blue Herb
3	No Item	No Item	Axe	Shotgun E
4	Flame Rounds	Flame Rounds	Yellow Chemical Bottle	Empty Chemical Bottle
5	Iron Pipe	Iron Pipe	Stick	Iron Pipe
6	Pesticide Spray	Pesticide Spray	Recovery Medicine Base	Recovery Medicine Base
7	First Aid Spray	First Aid Spray	First Aid Spray	Green Herb
8	Green Herb	Handgun Magazine	Green Herb	Green Herb
9	Flame Rounds	Flame Rounds	Shotgun Rounds	Shotgun Rounds
10	First Aid Spray	First Aid Spray	First Aid Spray	First Aid Spray
11	Iron Pipe	Curved Iron Pipe	Curved Iron Pipe	Axe
12	Blue Herb	No Item	Auxiliary Building Key	Auxiliary Building Key

Hospital

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"Administrator's Diary 1"

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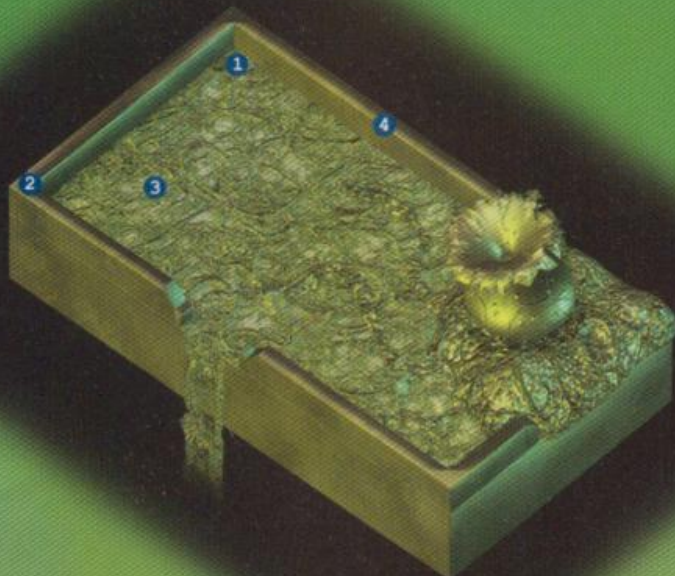
END OF THE ROAD

HOSPITAL 3F



# ITEM LIST: Hospital Rooftop

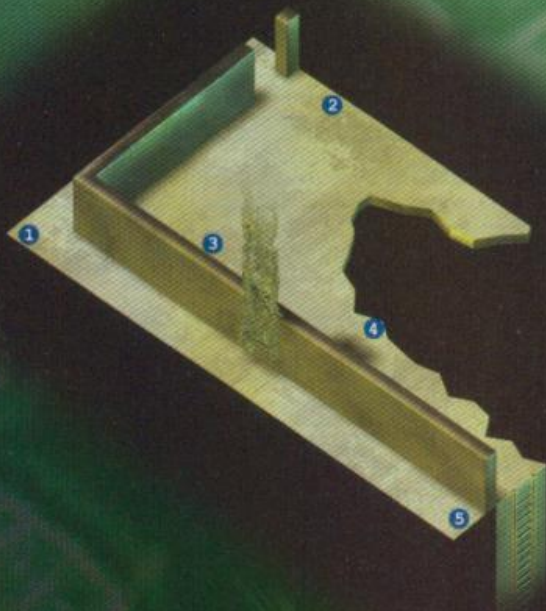
Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Iron Pipe	No Item
2	Concrete Piece	Concrete Piece	Concrete Piece	Concrete Piece
3	No Item	No Item	Lighter	No Item
4	Blue Herb	Blue Herb	No Item	No Item



## HOSPITAL ROOFTOP

# ITEM LIST: Hospital 5F

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Green Herb	First Aid Spray
2	Iron Pipe	Iron Pipe	Iron Pipe	Crutch
3	First Aid Spray	First Aid Spray	First Aid Spray	No Item
4	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds	No Item
5	Blue Herb	Blue Herb	Shotgun E	Blue Herb



## HOSPITAL 5F

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## HOSPITAL 2F

### ITEM LIST: Hospital 2F

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Red Herb	Blue Herb
2	Yellow Chemical Bottle	Yellow Chemical Bottle	Yellow Chemical Bottle	Yellow Chemical Bottle
3	Axe	Axe	Stick	No Item
4	Concrete Piece	Concrete Piece	Concrete Piece	Wooden Pole
5	Pesticide Spray	No Item	No Item	Long Pole
6	Red Herb	Red Herb	Green Herb	Handgun S&G
7	Yellow Chemical Bottle	Yellow Chemical Bottle	Yellow Chemical Bottle	Pesticide Spray
8	Flame Rounds	Handgun	Shotgun E	Handgun Magazine
9	Stick	Stick	Stick	No Item
10	Shotgun Rounds	Green Herb	Green Herb	Green Herb
11	Grenade Launcher-Flame Rounds	Grenade Launcher-Flame Rounds	Curved Iron Pipe	Handgun S&G Magazine
12	Empty Chemical Bottle	Empty Chemical Bottle	Empty Chemical Bottle	Empty Chemical Bottle
13	Concrete Piece	Shotgun Rounds	Blue Herb	Concrete Piece
14	Shotgun E	Shotgun E	Handgun S&G Magazine	Handgun Magazine
15	Scrub Brush	Scrub Brush	No Item	Blue Herb
16	Handgun	Handgun	Recovery Medicine	Recovery Medicine
17	Butcher Knife	Butcher Knife	Butcher Knife	No Item
18	No Item	No Item	Grenade Launcher-Flame Rounds	Rusty Key
19	Green Herb	Green Herb	No Item	No Item
20	Blue Herb	Blue Herb	Green Herb	Green Herb
21	Iron Pipe	Iron Pipe	Iron Pipe	Crutch
22	First Aid Spray	First Aid Spray	Green Herb	Butcher Knife
23	Long Pole	Long Pole	Stick	Pesticide Spray
24	Recovery Medicine Base	Recovery Medicine Base	Recovery Medicine Base	Green Herb
25	Handgun Rounds	Handgun Rounds	Handgun Magazine	Handgun Rounds
26	Concrete Piece	Concrete Piece	Concrete Piece	Stick
27	First Aid Spray	First Aid Spray	Blue Herb	Concrete Piece
28	Crutch	Crutch	Concrete Piece	Broken Crutch
29	No Item	No Item	Scrub Brush	Green Herb
30	Handgun	Yellow Chemical Bottle	Handgun S&G	Handgun S&G
31	First Aid Spray	First Aid Spray	First Aid Spray	No Item
32	Handgun	No Item	Rusty Key	Lighter
33	Concrete Piece	Concrete Piece	Concrete Piece	Stick
34	Syringe (Solvent)	No Item	Long Pole	No Item
35	First Aid Spray	First Aid Spray	Green Herb	Pesticide Spray



# ITEM LIST: Hospital 1F

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Callout No.	EASY	NORMAL	HARD	VERY HARD
1	First Aid Spray	First Aid Spray	Green Herb	Green Herb
2	No Item	Green Herb	No Item	No Item
3	Blue Herb	Blue Herb	Blue Herb	Handgun
4	Green Herb	Green Herb	No Item	Green Herb
5	Pesticide Spray	Pesticide Spray	Pesticide Spray	No Item
6	Crutch	Crutch	Crutch	Concrete Piece
7	Shotgun E	Shotgun E	Handgun Magazine	Handgun SG Magazine
8	Antidote	Antidote	Butcher Knife	Hemostat
9	Handgun	Handgun	Handgun Rounds	Syringe (Solvent)
10	Red Herb	No Item	No Item	No Item
11	Green Herb	Green Herb	Green Herb	Butcher Knife
12	Syringe (Solvent)	Syringe (Solvent)	Hemostat	Syringe (Solvent)
13	First Aid Spray	First Aid Spray	Red Herb	Recovery Medicine Base
14	Recovery Medicine	Syringe (Solvent)	Syringe (Solvent)	No Item
15	Syringe (Solvent)	Syringe (Solvent)	No Item	No Item
16	Handgun Rounds	Handgun Rounds	Handgun Rounds	Antidote
17	Recovery Medicine Base x2	Recovery Medicine Base x2	Syringe (Solvent)	Recovery Medicine Base
18	First Aid Spray	First Aid Spray	First Aid Spray	Empty Chemical Bottle
19	Concrete Piece	Concrete Piece	Empty Chemical Bottle	Empty Chemical Bottle
20	Concrete Piece	Concrete Piece	Concrete Piece	Concrete Piece
21	Iron Pipe	Iron Pipe	Scrub Brush	Iron Pipe
22	First Aid Spray	First Aid Spray	First Aid Spray	No Item
23	Crutch	Crutch	Crutch	Crutch
24	Concrete Piece	Concrete Piece	Concrete Piece	Scrub Brush
25	Empty Chemical Bottle	Empty Chemical Bottle	Recovery Medicine Base	Concrete Piece
26	Administrator's Office Key	Administrator's Office Key	Antidote	No Item
27	Yellow Chemical Bottle	Yellow Chemical Bottle	Yellow Chemical Bottle	Green Herb
28	First Aid Spray	First Aid Spray	Hammer	Chemical Bottle (Solvent)
29	Green Herb	Green Herb	Green Herb	Handgun Rounds
30	Red Herb	Blue Herb	Red Herb	Iron Pipe
31	Empty Chemical Bottle	Empty Chemical Bottle	Empty Chemical Bottle	Stick
32	Green Herb	Green Herb	Red Herb	No Item
33	Green Herb	Blue Herb	Green Herb	Blue Herb



HOSPITAL 1F



# ITEM LIST: Hospital B1F

Map No.	EASY	NORMAL	HARD	VERY HARD
1	Lighter	Concrete Piece	Concrete Piece	Concrete Piece
2	Syringe (Solvent)	No Item	No Item	No Item
3	Handgun Magazine	Green Herb	Green Herb	Red Herb
4	Antidote	Recovery Medicine Base	Antidote	Recovery Medicine Base
5	Auxiliary Building Key	Auxiliary Building Key	Administrator's Office Key	Administrator's Office Key
6	Syringe (Empty)	Syringe (Empty)	Recovery Medicine	Recovery Medicine Base
7	Empty Chemical Bottle	Empty Chemical Bottle	Handgun Rounds	Yellow Chemical Bottle
8	Handgun	No Item	Handgun	No Item
9	No Item	Yellow Chemical Bottle	No Item	Stick
10	Chemical Bottle (Solvent)	Empty Chemical Bottle	Empty Chemical Bottle	Empty Chemical Bottle
11	No Item	No Item	Flame Rounds	First Aid Spray
12	Empty Chemical Bottle	No Item	No Item	No Item
13	Blue Herb	Lighter	Lighter	Concrete Piece

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## HOSPITAL B1F



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Obtain **Syringe (Solvent)** from the Examination Room.



Descend to the Auxiliary Building B1F Hall and inject the Syringe into the plant blocking the corridor.



Refill the Syringe in the Pharmacy and obtain the **Auxiliary Building Key**.



Use the Auxiliary Building Key to unlock the north door in the Auxiliary Building 1F Hall.



Climb to the Auxiliary Building Rooftop and inject the Syringe into the plant.



Descend to the Maintenance Access Route and drop through the newly created hole in the floor to 2F.



Collect the **Administrator's Office Key** from the Storage Room.



Use the Administrator's Key to unlock the door in the Administrator's Office.



Press the wall button to move the bookcase and reveal a hidden passage.



Drop through the hole in the Main Building Rooftop to access Room 202.



Use the Syringe on the plant inside Room 203.



Head to the Intensive Care Unit on B1F and defeat the Huge Plant.



Return to the Storage Room and escape before the time limit expires.

## WALKTHROUGH

### The Axe Man Cometh

Proceed into the Main Building 1F Hall and head toward the east door. Momentarily, the irrepressible Axe Man breaks through the east door. With some courage and smooth movement, it's possible to run past him and escape through the east door before the Axe Man can attack.

### EVADING THE AXE MAN

The Axe Man can withstand an exceptional amount of damage, so it is always better to escape rather than stand and fight. Even if the Axe Man is defeated and driven off, he reappears and resumes his relentless pursuit after only a few moments. If the corridor in which he appears is narrow enough that he cannot be outmaneuvered, attack him to try and make him stagger backward, then attempt to run past him.



Axe Man follows player characters from area to area, in an attempt to kill them. It's easy enough to avoid him, as long as the passage isn't extremely narrow.



## The Syringe Solution

Smash the large crate at the north end of the Reception Office to obtain a weapon or item and read the "**Kurt's Notebook**" file hidden in the debris. Open the drawers to obtain weapons, ammo, and other items. Search the south table behind the plant roots growing through the floor to find the **Map** of the hospital, then head through the southwest door into the Examination Room.



*Smash the crate at the top of the Reception Office to reveal items, weapons, and "**Kurt's Notebook**."*



*Take at least one Syringe with Solvent from the Examination Room. If possible, take two full Syringes for easier completion of the scenario.*

Dispatch the enemy inside the Examination Room, then break through the boards covering the north room. Collect the **Syringe (Solvent)** on the desk and another **Syringe** in the drawer of the bedside table in the sealed off area. Although a third Syringe is available in Normal mode, it is possible to complete the scenario with only two needles.

## Removing Plant Obstacles

Return to the Main Building 1F Hall and go through the west door into the Auxiliary Building. Head north in the Auxiliary Building 1F Hall and go around the corner to find stairs leading down. Descend to the B1F level and examine the plant blocking the corridor. Use the Syringe (Solvent) on the plant to clear the corridor. Be careful when continuing down the hallway, however, because an ivy tentacle growing from the corner may snag a player character's ankle. Unfortunately, the best way around this is to order teammates to "go", so that you can run past while that person deals with removing his or her ankle from the vine.



*Attack any ivy vines with a Chemical Bottle full of Solvent, located in the Pharmacy, to destroy them permanently!*

## Unlimited Solution

Check the floor in the north portion of the Pharmacy to find the **Auxiliary Building Key**. Examine the solution dispenser in the south part of the room and use a Syringe (Empty) at the device to refill it with solvent. Now the needle can be reused to destroy another plant elsewhere in the building.



*An Empty Chemical Bottle can be used at the solvent dispenser to obtain a **Chemical Bottle (Solvent)**. Throw this at Green Zombies to instantly kill them!*

## Evil Shades



*Climb the vines hanging in the corridor to reach 3F.*

Return to the Auxiliary Building 1F Hall and use the Auxiliary Building Key to unlock the north door. Quickly evade the Green Zombie and head upstairs. Climb the vines leading up through the hole in the ceiling to level 3F.

Positioned on either side of the ladder leading up to 5F are large plant blossoms called "Evil Shades". On occasion, these plants release a large cloud of gas that inflicts a small amount of damage and Poisoning on a character. In other circumstances, the Evil Shades can be bypassed by waiting for the clouds they emit to dissipate, then running through. But since these flowers grow beneath the ladder, it is wiser to destroy them before attempting to climb up. The most efficient method of destroying them is by throwing a single Chemical Bottle (Solvent) at each one.



*Simply run past most Evil Shades to avoid harm. However, use force to remove the ones near this ladder.*



## Axe Man Returns

Upon reaching the gutted 5F level, the Axe Man climbs into the area. Quickly dash through the room without worrying about the items, go through the hole in the wall to the outer ledge, and follow the ledge to the southwest side of the building. Climb up the vines to the Rooftop. With smooth movements and a constant running speed, outmaneuvering the Axe Man without firing a single shot should be no problem.



*Run to the north side of the building and head onto the ledge along the outside the building before Axe Man gets his bearings.*

## Second Injection

Climb up to the Auxiliary Building Rooftop. Track the flying Wasps on the rooftop with an equipped firearm by holding the R1 and L1 buttons, then shoot to kill. Next, examine the central part of the massive plant bulb growing on the rooftop, and use a Syringe (Solvent) to destroy it and create a new hole in the Maintenance Access Route area.



*A player character equipped with a firearm will track the airborne Wasps when the R1 and L1 buttons are held down. When the Wasp pauses in a hovering position, fire.*

## An Exit?

Climb down to level 3F and drop into the newly created hole in the floor. Head to the south end of the Auxiliary Building 2F Hall and drop through the hole in the floor to reach the Storage Room. Examine the south door in the Storage Room to trigger a scene in which vines wrap tightly around the doorknob, sealing it shut. Collect the **Administrator's Office Key** on the floor and exit.



*Examine the rear door of the Storage Room to trigger a scene that counts on the Event Checklist.*



*While navigating back through the 1F level, return to the Pharmacy downstairs to acquire another Syringe of Solvent to use against the last remaining plant.*

## The Administrator's Secret Passage

Head to the north end of the Auxiliary Building 1F Hall, unlock the door, and head back through the other side of the corridor to the Main Building 1F Hall. Ascend the stairs at the north end of the corridor and enter the Administrator's Office.



*In Normal mode, there is a **Grenade Launcher—Flame Rounds** on the table across from the Administrator's Office entrance. Conserve usage of this weapon for boss encounters.*

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## Huge Plant

Toss a Chemical Bottle (Solvent) at the Ivy foot-snagging tentacles growing from the corners of the room and from either side of the large wound in the Huge Plant's center. While other attacks cause the ivy to retract momentarily, using the Solvent eradicates them permanently!



Target and shoot the Drainer vines hanging from the ceiling to prevent them from grabbing player characters and lifting them to the ceiling. When working in concert with AIPCs or other player characters, it is important for one person to use his or her weapon to attack the Drainers and prevent them from lifting characters off the ground. If a Drainer attacks your character and lifts him or her up, then rapidly rotate the Left Analog Stick to break free.



After eradicating the ivy vines growing from the base of the Huge Plant's wound, approach the wound and toss a Chemical Bottle (Solvent) into it. It is unlikely that enough of these objects can be made during the course of the scenario to destroy the Huge Plant, unless Infinity Mode is enabled. Once the Chemical Bottle (Solvent) runs out, finish the monster by shooting it

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Use the Administrator's Office Key to unlock the south door and proceed into the destroyed office. Press the switch on the wall next to the bookcase behind the desk to reveal a hidden passage. Continue upstairs to the 3F level.

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Search the ground just inside the secret passage to find the "Doctor's Confession" file, a very revealing document.

Exit Room 202, cross the hallway, and enter Room 203. Inject the Syringe into the pulsating plant core in the center of the room. With the final anchor plant destroyed, the boss plant in the basement is now vulnerable to attack.



The destruction of the final anchor plant signals the beginning of the end for the nucleus.

## Path to the Final Plant



Do not waste ammo on the Evil Shades on the Main Building Rooftop; simply run past when their poisonous gas pollen dissipates.

Defeat the Wasps in the Auxiliary Building 3F room and proceed out to the Main Building Rooftop. Avoid the poisonous clouds emitted by the Evil Shades, and drop through the hole in the northeast corner of the roof.



The Axe Man follows in hot pursuit while returning to the basement to fight the plant core.

Navigate back down to level 1F, return to the Auxiliary Building, and descend to the basement. The Axe Man should be in pursuit the entire way, so keep moving. Return to the Pharmacy (if possible), fill more Chemical Bottles full of Solvent, and procure plenty of Flame Rounds for the Grenade Launcher before facing the boss.



with Flame Rounds fired from a Grenade Launcher. By weakening the foe with Chemical Bottle (Solvent) first, more Flame Rounds can be reserved for defeating the Axe Man later on.

## VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	6000~6000	8000~8000	9500~9500	10200~10200
Network	9000~9000	12000~12000	13500~13500	14200~14200

## ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Falling Rock	20~50	50~120	120~250	200~500
Initial Lifting	220~250	300~360	400~460	500~700
Lifting Loop	50~100	120~240	140~300	200~450



Note that the Huge Plant retaliates against almost every attack by dropping concrete from the ceiling. Since this counterattack comes immediately after each player attack, there is little chance of avoiding it. Luckily, it doesn't cause a lot of damage.



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## Crumbling Tower

When the Huge Plant is defeated, the structure of vines that was holding the hospital together collapses. The "CAUTION" message flashing in the upper-right corner of the screen indicates that only three minutes remain. Before the time expires, all player characters must navigate to the Storage Room on 1F and exit. When the three minutes is about to end, the "WARNING" message flashes on-screen for approximately 10 seconds. All AIPCs and player characters who are still inside the building when the structure collapses will die.



"Administrator's Diary 2" appears in the Auxiliary Building B1F Hall after the Huge Plant boss is defeated. Search near the corner from which the ivy tentacle once emanated.

The Axe Man appears in the Auxiliary Building 1F Hall. Now that the debris separating the corridor is removed, avoiding the Axe Man and escaping to the Storage Room is relatively easy. However, defeating the Axe Man changes the ending of the game.



Exit the back door of the Storage Room without defeating the Axe Man to experience one ending, or try to defeat Axe Man first before leaving to experience a different ending.



Shoot the Axe Man until a short demo plays in which he wanders away injured. This indicates that he is defeated.

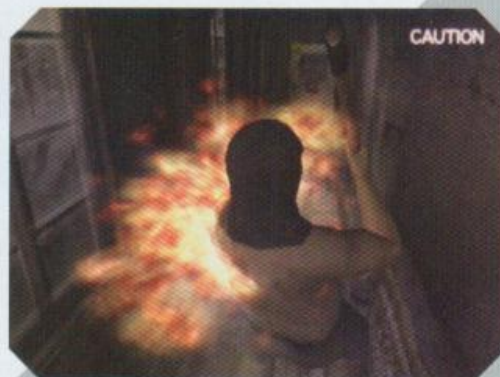


## Axe Man

The statistics shown here also count for every appearance of the Axe Man during the scenario. The Axe Man is driven off when the specified amount of damage is reached. The next time he appears, he returns with complete health. Likewise, if a player character inflicts a small amount of damage to the Axe Man and then flees, the Axe Man follows the player and regains full health while roaming from one area to the next.



When the Axe Man appears for the final time in the Auxiliary Building 1F Hall, defeating him changes the outcome of the scenario, allowing the player to view the most revealing and truest ending of all. For best results, try using any remaining Flame Rounds fired from a Grenade Launcher, a Shotgun, or Handgun. This causes the Axe Man to stagger so badly between player attacks that he should be an easy target with concentrated fire from a powerful weapon.



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END OF THE ROAD

Family Reunion  
Sub-Scenario

## ITEM LIST: River Bank

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Long Pole	Long Pole	Shotgun E	Long Pole
2	Handgun Rounds	Handgun Rounds	Handgun Rounds	No Item
3	Red Herb	Red Herb	Green Herb	Green Herb
4	No Item	No Item	Antidote	Antidote
5	Green Herb	Green Herb	Red Herb	Blue Herb
6	Iron Pipe	Iron Pipe	No Item	No Item



RIVER BANK



## VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	1800~3200	2800~4800	3400~5400	4200~6000
Network	2400~3200	3200~4800	3800~5400	4200~6000

## ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Kick	60~90	90~120	100~130	150~180
Axe	250~280	450~520	500~570	600~740
Running Axe	300~370	550~620	600~740	700~840
Spin Around Axe	200~250	400~450	500~550	600~650
Accumulative Shiver and Chop (instant death)	2000	2000	2000	2000
Fleeing	400~470	550~620	600~740	700~840

ITEM LIST: **Big Suspension Bridge**

Map No.	EASY	NORMAL	HARD	VERY HARD
01	Shotgun Rounds	Shotgun Rounds	No Item	No Item
02	Green Herb	No Item	No Item	No Item
03	Blue Herb	Blue Herb	Blue Herb	Red Herb
04	Blue Herb	Green Herb	Green Herb	Blue Herb

## BIG SUSPENSION BRIDGE





# OBJECTIVES: Family Reunion Sub-Scenario



Wait outside the Cabin until the Suspension Bridge collapses.



Enter the Cabin and speak with Regan to obtain the **Pendant**.



Navigate through the Mountain Path to the River Bank area.



Speak with the little girl at the River Bank area and give her the **Pendant**.



Return to the Cabin and speak with Regan and the little girl.



Navigate through the Mountain Path and cross the Big Suspension Bridge.

## WALKTHROUGH

### Cut Off From the Hospital

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If the Suspension Bridge falls before a player character crosses to the other side, then the player must navigate through the restructured Mountain Path area. Certain tree trunks formerly blocking exits from the path are now removed, so that the player can access the River Bank and the Big Suspension Bridge areas. To complete the scenario, simply navigate toward the Big Suspension Bridge and cross to the other side. However, reuniting the mother and daughter lost in the Forest allows the player character to score a few more objectives on the Event Checklist. Follow the steps described in the Objectives section to bring mother and daughter back together.

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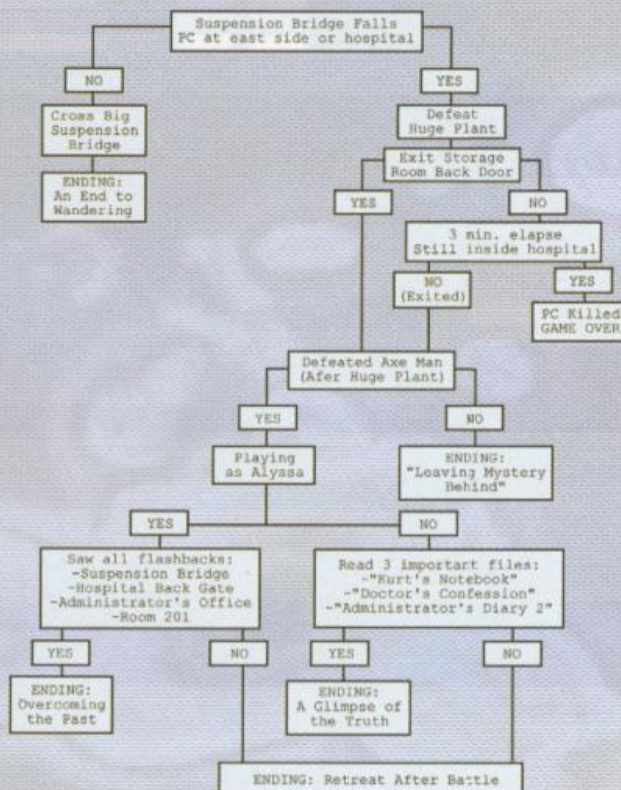
Scissor Tail foes replace the Green Zombies on the Mountain Path, and new areas become accessible now that certain tree trunks are removed.



### UNSETTLING CHIRPING

After the Suspension Bridge collapses, the Mountain Path area becomes inhabited by poisonous Scissor Tail monsters. Carry Blue Herbs wherever you go while heading for the Big Suspension Bridge. These monsters are easier to avoid than to fight.

### "Flashback" Ending Flow Chart





## "FLASHBACK" COMPLETE EVENT CHECKLIST

No.	Item	Restriction	Rank
1	Injected solvent in Aux B1.	Individual	20
2	Injected solvent on Aux rooftop.	Individual	40
3	Injected solvent in Room 203.	Individual	30
4	Filled syringe with solvent.	Individual	10
5	Filled bottle with solvent.	Individual	10
6	Moved bookcase in admin office.	Individual	20
7	Opened admin office switch.	Individual	30
8	Reunited family on trail.	Activating player.	50
9	Saw "Enter AI" scene.	Everyone	10
10	Saw "Bridge Out" scene.	Everyone	10
11	Saw "Core of the Plant" scene.	Everyone	10
12	Saw "An Exit?" scene.	Individual	30
13	Saw "No Green Thumb" scene.	Everyone	20
14	Saw "Repulsion" scene.	Everyone	20
15	Didn't escape crumbling hspil.	Individual	40
16	Saw "Overcoming the Past" scene.	Alyssa Only	50
17	Saw "A Glimpse of the Truth" scene.	Individual	40
18	Saw "Retreat After Battle."	Individual	40
19	Saw "Leaving Mstry Bhnd" scene.	Individual	30
20	Saw "An End to Wandering."	Individual	20
21	Opened locker in locker room.	Alyssa Only	30
22	Saw box break in reception.	All PC in room at time of breaking.	20
23	Saw box break in main bldg 2F.	All PC in room at time of breaking.	20
24	Saw wall break in exam room.	All PC in room at time of breaking.	20
25	Used lighter to read memo.	Individual	40
26	Used lighter to find item.	Individual	30
27	Got item from NPC Alyssa.	Individual	30
28	Used rusty key.	Individual	20
29	Used admin's office key.	Individual	20
30	Used auxiliary building key.	Individual	20
31	Obtained map.	Individual	20
32	Obtained "Kurt's notebook."	Individual	10
33	Obtained "Doctor's confession."	Individual	10
34	Obtained "Admin's diary 2."	Individual	10
35	Obtained "Botanist's notebook."	Individual	10
36	Obtained "Admin's diary 1."	Individual	10
37	Obtained "Clinical report."	Individual	10
38	Obtained "Pharmacist's memo."	Individual	10
39	Obtained "MT safety report."	Individual	10
40	Obtained "Nametag."	Individual	10
41	Obtained "Raccoon Today."	Individual	10
42	Obtained "Daily Raccoon."	Alyssa Only	20
43	Obtained "Anesthesia memo."	George Only	20
44	Obtained "Sealed letter."	Yoko Only	20

## Event Checklist Pointers

### Opened Admin Office Switch/Used Rusty Key

In Hard and Very Hard mode, the button that moves the bookcase in the Administrator's Office is locked. Refer to the "Notes for Easy, Hard, and Very Hard Modes" section to learn how to obtain the Rusty Key and unlock the switch in harder difficulties.

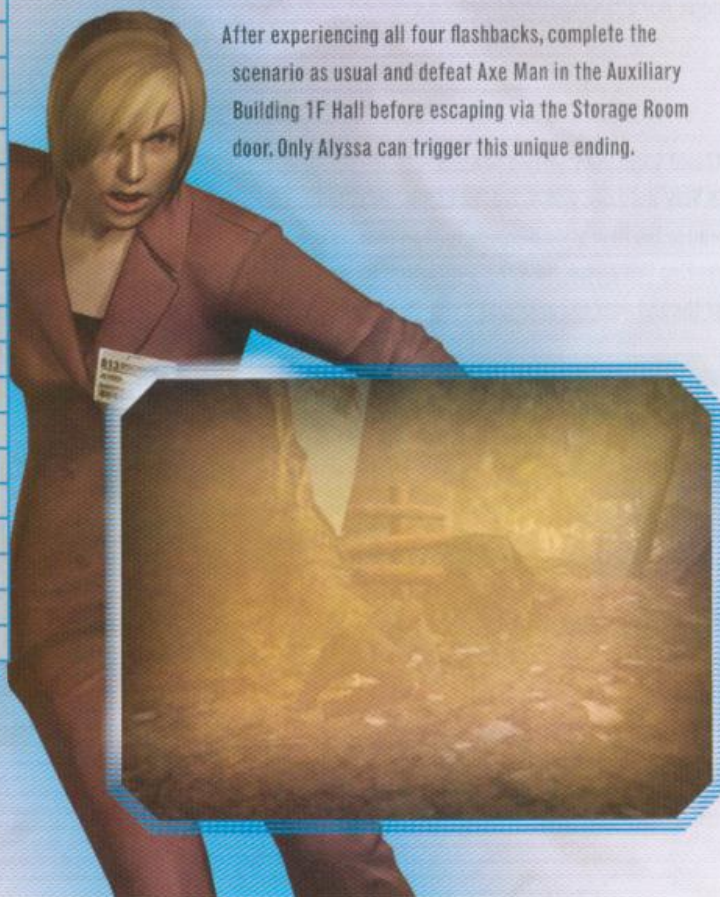


### "Overcoming the Past" Ending

When Alyssa is the player character, she experiences flashbacks at the following locations:

- Suspension Bridge, west bank
- Hospital Back Gate, approaching the fence opening
- Room 201, back of the room
- Administrator's Office, back of the room

After experiencing all four flashbacks, complete the scenario as usual and defeat Axe Man in the Auxiliary Building 1F Hall before escaping via the Storage Room door. Only Alyssa can trigger this unique ending.



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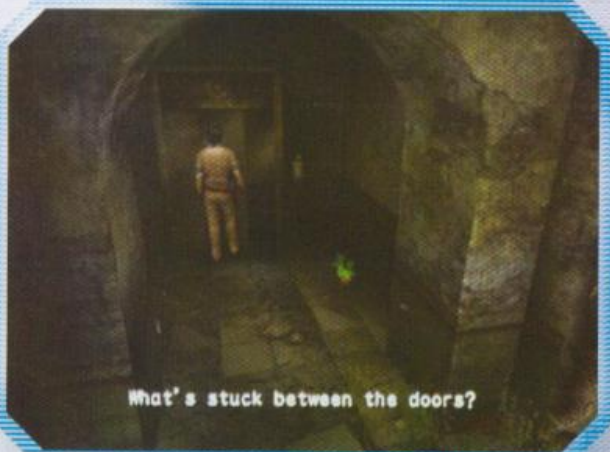
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### Used Lighter to Find Item

In Hard and Very Hard modes, the Lighter can be used in three locations to obtain additional items:



In the Main Building 2F Hall, use the Lighter to examine the elevator door and find an item.



In the Intensive Care Unit, in the northwest corner near the Huge Plant boss, use the Lighter to find an item. Do not attempt this during the boss fight (change of BGM).



Maintenance Access Route, use the Lighter at the base of the plant roots to find an item.

### Obtained "Daily Raccoon"

When playing as Alyssa, smash the crate in the Main Building 2F Hall and examine the corner shelf to find this file.

### Obtained "Anesthesia memo"

When playing as George, inspect the bed in the Examination Room to find this file that only George can understand.



### Obtained "Sealed letter"

When playing as Yoko, search the left side of the front of the desk in the Administrator's Office to read this file.

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### Notes for Easy, Hard, and Very Hard Modes

On Hard and Very Hard mode, the Administrator's Office Key is located in the Pharmacy. This changes the route completely. Players go from the Pharmacy to the Administrator's Office and use the key to unlock the door. However, the switch on the wall does not work without the Rusty Key. The door to Room 203 is unlocked. Use a Syringe on the plant in Room 203, then head across the hallway to Room 202. Return to the Administrator's Office and use the Rusty Key to unlock the switch panel and press the switch to move the bookcase. Proceed up to the Main Building Rooftop and procure the Auxiliary Building Key from the ground near the gaping hole. Next, navigate to the Auxiliary Building Rooftop and use a Syringe on the final plant before going to the boss fight.



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### Used Lighter to Find Memo

In Very Hard mode only, use the Lighter next to the desk against the wall in the Reception Office to read a memo concerning Room 202. After reading this memo, the **Old Pills** Special Item becomes set at the foot of the bed near the door just inside Room 202.





## "FLASHBACK" CLEAR TIME RANKING—SINGLE

Mode	EASY		NORMAL		HARD		VERY HARD	
Ending	Hospital END	Forest END	Hospital END	Forest END	Hospital END	Forest END	Hospital END	Forest END
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:16:00~	00:15:45~	00:16:30~	00:15:45~	00:21:00~	00:15:45~	00:25:00~	00:15:45~
B	00:20:00~	00:15:50~	00:21:00~	00:15:55~	00:25:00~	00:15:55~	00:30:00~	00:15:55~
C	00:35:00~	00:16:00~	00:35:00~	00:16:00~	00:35:00~	00:16:00~	00:40:00~	00:16:00~
D	00:45:00~	00:20:00~	00:45:00~	00:20:00~	00:45:00~	00:20:00~	00:50:00~	00:20:00~
E	01:00:00~	00:25:00~	01:00:00~	00:25:00~	01:00:00~	00:25:00~	01:00:00~	00:25:00~

## "FLASHBACK" CLEAR TIME RANKING—NETWORK (DVD)

Mode	EASY		NORMAL		HARD		VERY HARD	
Ending	Hospital END	Forest END	Hospital END	Forest END	Hospital END	Forest END	Hospital END	Forest END
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:16:00~	00:05:20~	00:16:30~	00:05:20~	00:18:00~	00:05:20~	00:23:00~	00:05:20~
B	00:20:00~	00:05:30~	00:21:00~	00:05:30~	00:23:00~	00:05:30~	00:28:00~	00:05:30~
C	00:35:00~	00:06:00~	00:35:00~	00:06:00~	00:35:00~	00:06:00~	00:40:00~	00:06:00~
D	00:45:00~	00:08:00~	00:45:00~	00:08:00~	00:45:00~	00:08:00~	00:50:00~	00:08:00~
E	01:00:00~	00:10:00~	01:00:00~	00:10:00~	01:00:00~	00:10:00~	01:00:00~	00:10:00~

## "FLASHBACK" CLEAR TIME RANKING—NETWORK (HDD)

Mode	EASY		NORMAL		HARD		VERY HARD	
Ending	Hospital END	Forest END	Hospital END	Forest END	Hospital END	Forest END	Hospital END	Forest END
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:15:00~	00:04:20~	00:15:30~	00:04:20~	00:17:00~	00:04:20~	00:22:00~	00:04:20~
B	00:19:00~	00:04:30~	00:20:00~	00:04:30~	00:22:00~	00:04:30~	00:27:00~	00:04:30~
C	00:34:00~	00:05:00~	00:34:00~	00:05:00~	00:34:00~	00:05:00~	00:39:00~	00:05:00~
D	00:44:00~	00:07:00~	00:44:00~	00:07:00~	00:44:00~	00:07:00~	00:49:00~	00:07:00~
E	01:00:00~	00:07:00~	01:00:00~	00:07:00~	01:00:00~	00:09:00~	01:00:00~	00:09:00~

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NORMAL

HARD

VERY HARD

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## ITEM LIST: R.P.D. 2F

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Red Herb	Red Herb	Shotgun Rounds	Handgun Rounds
2	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister	No Item
3	No Item	No Item	Handgun Rounds	Joker Key
4	First Aid Spray	Blue Herb	Handgun HP	No Item
5	Green Herb	Green Herb	Green Herb	Green Herb
6	No Item	Gas Neutralizing Canister	No Item	No Item
7	Ruby Plate	Ruby Plate	Emerald Plate	Ace Key
8	Green Herb	Handgun Rounds	Handgun Rounds	Handgun Rounds
9	Magnum Handgun, Magnum Handgun Rounds	Magnum Handgun, Sub Machine Gun Magazine	Magnum Handgun	Ruby Plate
10	Gas Neutralizing Canister x2	Gas Neutralizing Canister	No Item	No Item
11	Handgun HP	No Item	Iron Pipe	Iron Pipe
12	First Aid Spray	No Item	No Item	No Item
13	Blue Herb	Green Herb	Handgun Rounds	Green Herb
14	Green Herb	Green Herb	No Item	No Item
15	No Item	Handgun Rounds	No Item	Handgun Rounds
16	First Aid Spray	No Item	No Item	No Item
17	No Item	First Aid Spray	First Aid Spray	Recovery Medicine
18	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister	No Item
19	Green Herb	Blue Herb	Green Herb	Green Herb
20	No Item	No Item	No Item	Gas Neutralizing Canister
21	Burst Handgun	Burst Handgun	Burst Handgun	Handgun Rounds
22	Film 8	Film 8	Film 8	Film 8
23	First Aid Spray	First Aid Spray	First Aid Spray	No Item
24	Burst Handgun Magazine	Sub Machine Gun Magazine	Handgun Magazine	No Item
25	Shotgun	Shotgun	Shotgun	No Item
26	Shotgun Rounds	Shotgun Rounds	Magnum Handgun Rounds	Sub Machine Gun Magazine
27	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister	No Item
28	Anti Virus	Anti Virus	Joker Key	Handgun Rounds
29	Plywood Board x6	Plywood Board x6	Plywood Board x5	Plywood Board x4
30	Handgun Rounds	No Item	Handgun Rounds	Shotgun

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OBJECTIVES: **Raccoon Police Department**

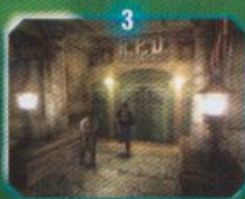
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1  
Collect the five jewel plates from various locations in the precinct house.



2  
Insert the jeweled plates into the fountain statue in the Main Hall.



3  
Either speak to Marvin outside the R.P.D., or attempt to gather weapons and items before the rescue arrives.



4  
Defeat a specific number of zombies at the Police Station Front Entrance.



# ITEM LIST: R.P.D. 1F

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Gas Neutralizing Canister	Recovery Medicine Base	No Item	No Item
2	Gas Neutralizing Canister	Gas Neutralizing Canister	No Item	No Item
3	Handgun Rounds	No Item	No Item	No Item
4	Handgun HP	Handgun HP	Recovery Medicine Base	Shotgun Rounds
5	Anti Virus	Anti Virus	No Item	No Item
6	Unicorn Medal	Unicorn Medal	Unicorn Medal	Unicorn Medal
7	First Aid Spray	No Item	No Item	No Item
8	Green Herb	Green Herb	Green Herb	Green Herb
9	Green Herb	Green Herb	Blue Herb	No Item
10	No Item	No Item	Iron Pipe	Green Herb
11	Handgun HP Magazine	Handgun Rounds	No Item	No Item
12	Anti Virus	Anti Virus	Anti Virus	Recovery Medicine
13	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds	Handgun
14	First Aid Spray	First Aid Spray	Recovery Medicine	Handgun Rounds
15	Green Herb	Green Herb	Green Herb	Green Herb
16	Green Herb	Blue Herb	Green Herb	Blue Herb
17	Handgun Rounds	Handgun Rounds	Handgun Magazine	Stick
18	Red Herb	Red Herb	Blue Herb	Red Herb
19	Blue Herb	Blue Herb	Blue Herb	Blue Herb
20	Green Herb	Green Herb	Red Herb	Green Herb
21	Green Herb	Green Herb	Green Herb	Green Herb
22	Green Herb	Green Herb	Green Herb	Green Herb
23	No Item	No Item	No Item	Gas Neutralizing Canister
24	Plywood Board	Handgun Rounds	Stick	Stick
25	Survival Knife	Survival Knife	Stick	Handgun HP Magazine
26	Film A	Film A	Film A	Film A
27	Padlock Key	Padlock Key	Padlock Key	Padlock Key
28	Green Herb	Green Herb	Green Herb	Green Herb
29	Stick	Stick	Survival Knife	Stick
30	Battery	Battery	Handgun HP Magazine	Battery
31	Square Timber	Square Timber	Broken Shotgun	Square Timber
32	Green Herb	Green Herb	Handgun Rounds	Green Herb
33	Handgun Rounds	Handgun Rounds	Battery	No Item
34	Square Timber	Square Timber	Green Herb	Square Timber
35	Onyx Plate	Onyx Plate	Secret File	Secret File
36	Green Herb	Green Herb	Green Herb	Green Herb
37	45 Auto Rounds	45 Auto Rounds	No Item	No Item
38	Magnum Handgun	Magnum Handgun	Burst Handgun	Broken Handgun
39	Recovery Medicine	Recovery Medicine	Recovery Medicine	Recovery Medicine
40	Gas Neutralizing Canister x2	Gas Neutralizing Canister	No Item	No Item
41	Handgun HP	Handgun HP	No Item	Stick
42	First Aid Spray	No Item	No Item	No Item
43	Handgun Rounds	Handgun Rounds	No Item	Handgun Magazine
44	Blue Herb	Green Herb	Blue Herb	Blue Herb
45	Iron Pipe	Iron Pipe	Iron Pipe	Green Herb
46	Green Herb	Green Herb	Green Herb	No Item
47	Handgun Rounds	Handgun HP Magazine	Handgun Rounds	Handgun HP Magazine
48	Handgun	Handgun	Handgun	No Item
49	Green Herb	Blue Herb	No Item	Green Herb
50	Handgun Rounds	No Item	Green Herb	No Item
51	No Item	Handgun Rounds	Green Herb	No Item
52	Lighter	No Item	No Item	Iron Pipe
53	Red Herb	Red Herb	Red Herb	Blue Herb
54	Magnum Handgun	Magnum Handgun	Gas Neutralizing Canister	Burst Handgun
55	First Aid Spray	First Aid Spray	First Aid Spray	Recovery Medicine
56	Shotgun	Shotgun	Shotgun	Magnum Handgun Rounds
57	First Aid Spray	First Aid Spray	First Aid Spray	Recovery Medicine Base
58	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister	No Item
59	Handgun Rounds	Handgun Rounds	No Item	Handgun HP Magazine
60	Amethyst Plate	Amethyst Plate	Ruby Plate	Onyx Plate
61	Green Herb	Green Herb	Survival Knife	Green Herb
62	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister	Red Herb
63	Burst Handgun	Burst Handgun	Shotgun Rounds	Shotgun Rounds
64	No Item	No Item	No Item	Green Herb
65	No Item	Lighter	Red Herb	Anti Virus
66	Handgun HP Magazine	Burst Handgun Magazine	Burst Handgun Magazine	No Item
67	Shotgun, Joker Key	45 Auto Magazine, Joker Key	45 Auto Magazine, Joker Key	Handgun Rounds, Joker Key
68	No Item	No Item	Recovery Medicine	Square Timber
69	Handgun Rounds	Handgun Rounds	Stick	No Item
70	Iron Pipe	Iron Pipe	Iron Pipe	No Item

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R.P.D. 1F



# ITEM LIST: R.P.D. B1F

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Survival Knife	Survival Knife	Recovery Medicine	Survival Knife
2	No Item	No Item	Handgun Rounds	No Item
3	No Item	No Item	No Item	Gas Neutralizing Canister
4	Battery	Battery	Battery	Handgun Rounds
5	Green Herb	Green Herb	Green Herb	Green Herb
6	Green Herb	Green Herb	Green Herb	No Item
7	Green Herb	Green Herb	Handgun Rounds	Battery
8	First Aid Spray	First Aid Spray	First Aid Spray	Green Herb
9	Recovery Medicine Base	Recovery Medicine Base	Recovery Medicine Base	Handgun HP
10	Emerald Plate	Emerald Plate	Amethyst Plate	Amethyst Plate
11	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds	Recovery Medicine Base
12	Battery	Battery	Sub Machine Gun Magazine	Red Herb
13	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister	No Item
14	Gas Neutralizing Canister	Gas Neutralizing Canister	No Item	No Item
15	Green Herb	Green Herb	Battery	Green Herb
16	Secret File	Secret File	Handgun Rounds	Handgun Magazine
17	Iron Pipe	Iron Pipe	No Item	Iron Pipe
18	Green Herb	Green Herb	Square Timber	Green Herb
19	Handgun Rounds	Handgun Rounds	Handgun Rounds	Handgun Rounds
20	First Aid Spray	First Aid Spray	Iron Pipe	No Item
21	First Aid Spray	No Item	No Item	No Item
22	Gas Neutralizing Canister x2	Gas Neutralizing Canister	No Item	No Item
23	Handgun HP	Handgun HP	Handgun	No Item
24	No Item	Green Herb	No Item	No Item
25	No Item	Blue Herb	No Item	Square Timber
26	Sub Machine Gun Magazine	Magnum Handgun Rounds	No Item	Handgun Rounds
27	Sub Machine Gun	Sub Machine Gun	Sub Machine Gun	Sub Machine Gun
28	First Aid Spray	First Aid Spray	First Aid Spray	First Aid Spray
29	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds
30	Film D	Film D	Film D	Film D
31	Blue Herb	Blue Herb	Blue Herb	Blue Herb
32	First Aid Spray	Green Herb	Green Herb	Green Herb
33	Red Herb	Red Herb	Red Herb	Battery
34	Gas Neutralizing Canister	Anti Virus	Anti Virus	Handgun Rounds
35	Handgun Rounds	Handgun Rounds	No Item	Survival Knife
36	Green Herb	No Item	Green Herb	Blue Herb
37	First Aid Spray	First Aid Spray	No Item	Red Herb
38	Handgun HP Magazine	Handgun HP Magazine	Handgun Rounds	Handgun Magazine
39	No Item	No Item	No Item	Gas Neutralizing Canister
40	Iron Pipe	Iron Pipe	Iron Pipe	No Item
41	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister	Recovery Medicine Base
42	45 Auto Rounds	No Item	Onyx Plate	Emerald Plate
43	Film C	Film C	Film C	Film C
44	Ace Key	Ace Key	Ace Key	No Item
45	Red Herb	Red Herb	Blue Herb	Burst Handgun Magazine
46	Green Herb	Green Herb	Green Herb	Green Herb
47	Blue Herb	Blue Herb	Blue Herb	Blue Herb
48	Sapphire Plate	Sapphire Plate	Sapphire Plate	Sapphire Plate
49	Recovery Medicine	Recovery Medicine	First Aid Spray	Recovery Medicine
50	Magnum Handgun	Magnum Handgun	Magnum Handgun	Magnum Handgun
51	First Aid Spray	First Aid Spray	Recovery Medicine	Recovery Medicine
52	Sub Machine Gun	Sub Machine Gun	Sub Machine Gun	Sub Machine Gun

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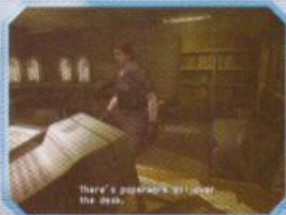


**R.P.D. B1F**



## Starting Points

In Single Play mode, the starting point changes depending on the difficulty level. The two AIPCs chosen to accompany the player character appear in other rooms. In Easy mode, one AIPC is inside the Autopsy Room with the **Emerald Plate** and one is inside the Witness Interrogation Room with the **Amethyst Plate**. In Normal mode, one AIPC who is wandering around the building holds the **Emerald Plate**. The other AIPC typically roams the basement level.



*Initial confusion sets in with player characters starting the scenario in various areas of the building.*

## PLAYER CHARACTER STARTING POINTS (SINGLE PLAY MODE)

Mode	Starting Point
EASY	Main Hall
NORMAL	East Office
HARD	Underground Parking Garage
VERY HARD	Waiting Room

In Network Mode, one player character appears in each of the starting locations in the following list (e.g., one person starts in the Main Hall, one person in the East Office, one in the Waiting Room, and one in the Underground Parking Garage. In Network mode, ideally each person should set out to collect the nearest jeweled plate that fits into the fountain in the Main Hall.

## PLAYER CHARACTER STARTING POINTS (NETWORK MODE)

Mode	PC1	PC2	PC3	PC4
EASY	Main Hall	Waiting Room	East Office	Underground Parking Garage
NORMAL	East Office	Underground Parking Garage	Main Hall	Waiting Room
HARD	Underground Parking Garage	Main Hall	Waiting Room	East Office
VERY HARD	Waiting Room	East Office	Underground Parking Garage	Main Hall

## Nerve Gas System

Due to the emergency situation, rooms within the R.P.D. automatically fill with a nerve gas meant to repel invaders. Unfortunately, it has little effect on the undead but works great against player characters. While player characters and AIPCs remain in a room filled with nerve gas, their virus infection rate rises rapidly and vitality slowly diminishes.



*Nerve gas causes the virus infection to rise rapidly and depletes health continuously.*



*Use a Gas Neutralizing Canister to make the harmful vapors dissipate for roughly 30 to 160 seconds, depending on the difficulty level and the area in which it is used.*

Use a Gas Neutralizing Canister to counteract the nerve gas. This will enable the player characters to remain in the area without sustaining damage for a short period of time. However, when the effect of the Gas Neutralizing Canister wears off, nerve gas fills the room once again, unless the system times out during the effective time of the canister.



In Easy and Normal modes, nerve gas appears in two rooms at a time. In Hard and Very Hard modes, nerve gas appears in three rooms at a time. The following tables show that the game randomly chooses one of two patterns depending on the difficulty level. At the start of the scenario, the first rooms on the list fill with nerve gas. When the time expires, the nerve gas dissipates from the first set of rooms and appears inside the second set of rooms on the list. When the gas disappears from the second set of rooms, it moves on to the third set of rooms, and so forth until the gas finally appears and dissipates from the last set of rooms on the list. Then, the entire cycle starts over again with the gas reappearing in the initial set of rooms.

For example, let's say a player starts the scenario on Normal mode and the game chooses to go with Pattern A. In this case, the gas first appears in the B1F West Hall and the Hallway. The gas remains active in those two rooms for 90 seconds, then dissipates. Nerve gas then appears in the Autopsy Room and the 2F East Hall for 90 seconds. The cycle continues as show below.

## EASY PATTERN A

Gas Rooms	Time (In Seconds)
B1F West Hall, Hallway	120
Autopsy Room, 2F East Hall	120
1F East Hall, Underground Parking Garage	120
East Office, Witness Interrogation Room	120
Night-Duty Room, B1F East Hall	120
Kennel, Substation Room	90
1F Lobby, B1F East Hall	90
Kennel, B1F West Hall	90
B1F East Hall, Hallway	90
1F East Hall, 1F Lobby	90

## NORMAL PATTERN A

Gas Rooms	Time (In Seconds)
B1F West Hall, Hallway	90
Autopsy Room, 2F East Hall	90
1F East Hall, Underground Parking Garage	90
East Office, Witness Interrogation Room	90
Night-Duty Room, B1F East Hall	90
Kennel, Substation Room	90
1F Lobby, B1F East Hall	90
Kennel, B1F West Hall	90
B1F East Hall, Hallway	90
1F East Hall, 1F Lobby	90



*Enemies seem to feel no effect from the gas, meaning that only player characters suffer the effects.*

## EASY PATTERN B

Gas Rooms	Time (In Seconds)
Night-Duty Room, Substation Room	120
B1F West Hall, Waiting Room	120
2F East Hall, Hallway	120
1F East Hall, Underground Parking Garage	120
Autopsy Room, Kennel	120
East Office, Witness Interrogation Room	90
B1F East Hall, Waiting Room	90
1F Lobby, Hallway	90
Autopsy Room, Underground Parking Garage	90
2F East Hall, Witness Interrogation Room	90

## NORMAL PATTERN B

Gas Rooms	Time (In Seconds)
Night-Duty Room, Substation Room	90
B1F West Hall, Waiting Room	90
2F East Hall, Hallway	90
1F East Hall, Underground Parking Garage	90
Autopsy Room, Kennel	90
East Office, Witness Interrogation Room	90
B1F East Hall, Waiting Room	90
1F Lobby, Hallway	90
Autopsy Room, Underground Parking Garage	90
2F East Hall, Witness Interrogation Room	90

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## HARD PATTERN A

Gas Rooms	Time (In Seconds)
B1F West Hall, Hallway, 1F Lobby	60
Autopsy Room, 2F East Hall, Night-Duty Room	60
1F East Hall, Underground Parking Garage, Waiting Room	60
East Office, Witness Interrogation Room, 2F East Hall	60
Night-Duty Room, B1F East Hall, 1F Lobby	60
Kennel, Substation Room, East Office	60
1F Lobby, B1F East Hall, Underground Parking Garage	60
Kennel, B1F West Hall, Witness Interrogation Room	60
B1F East Hall, Hallway, Waiting Room	60
1F East Hall, East Office, Substation Room	60

## HARD PATTERN B

Gas Rooms	Time (In Seconds)
Night-Duty Room, Substation Room, 2F East Hall	60
B1F West Hall, Waiting Room, 1F Lobby	60
2F East Hall, Hallway, Substation Room	60
1F East Hall, Underground Parking Garage, Witness Interrogation Room	60
Autopsy Room, Kennel, Night-Duty Room	60
East Office, Witness Interrogation Room, Substation Room	60
B1F East Hall, Waiting Room, East Office	60
1F Lobby, Hallway, 2F East Hall	60
Autopsy Room, Underground Parking Garage, Night-Duty Room	60
2F East Hall, Witness Interrogation Room, Kennel	60

## VERY HARD PATTERN A

Gas Rooms	Time (In Seconds)
B1F West Hall, Hallway, 1F Lobby	30
Autopsy Room, 2F East Hall, Night-Duty Room	30
1F East Hall, Underground Parking Garage, Waiting Room	30
East Office, Witness Interrogation Room, 2F East Hall	30
Night-Duty Room, B1F East Hall, 1F Lobby	30
Kennel, Substation Room, East Office	30
1F Lobby, B1F East Hall, Underground Parking Garage	30
Kennel, B1F West Hall, Witness Interrogation Room	30
B1F East Hall, Hallway, Waiting Room	30
1F East Hall, East Office, Substation Room	30

## VERY HARD PATTERN B

Gas Rooms	Time (In Seconds)
Night-Duty Room, Substation Room, 2F East Hall	30
B1F West Hall, Waiting Room, 1F Lobby	30
2F East Hall, Hallway, Substation Room	30
1F East Hall, Underground Parking Garage, Witness Interrogation Room	30
Autopsy Room, Kennel, Night-Duty Room	30
East Office, Witness Interrogation Room, Substation Room	30
B1F East Hall, Waiting Room, East Office	30
1F Lobby, Hallway, 2F East Hall	30
Autopsy Room, Underground Parking Garage, Night-Duty Room	30
2F East Hall, Witness Interrogation Room, Kennel	30

## Obtaining the Jeweled Plates

To aid Marvin Branagh and the other officers of the R.P.D. in escaping from the surrounded precinct building, a secret passage in the Main Hall must be opened. Many of the jeweled plates required for opening the hidden passage are found at different locations in every difficulty level. To aid in the particularly daunting task of finding all five plates in every difficulty level, refer to the right to determine where the plates are located, then read the location description for an understanding of how each plate is obtained in each location.

## JEWELLED PLATE LOCATIONS—ALL DIFFICULTY MODES

Plate	EASY & NORMAL	HARD	VERY HARD
Onyx Plate	East Office	Kennel	Witness Interrogation Room
Sapphire Plate	Holding Cells (Ben)	Holding Cells (Ben)	Holding Cells (Ben)
Ruby Plate	Waiting Room	Witness Interrogation Room	Waiting Room (safe)
Emerald Plate	Autopsy Room	Waiting Room	Kennel
Amethyst Plate	Witness Interrogation Room	Autopsy Room	Autopsy Room



## East Office

To open the safe in the East Office, read the **"Station Memo"** file that is located in the Reception Desk area. The file contains a four number combination that must be input into the safe's lock to open it; the number is randomly determined from any of the combinations listed in the following section. In Easy and Normal mode, the safe contains the **Onyx Plate**. In Hard and Very Hard modes, the safe contains the **Secret File** that must be given to Ben in the basement Holding Cell to obtain the Sapphire Plate.



Read the memo located in the Reception Desk area to learn the combination for the safe...



...then input the combination into the safe in the East Office to obtain one of the jewel plates, or the Secret File in Hard and Very Hard modes.

## East Office Safe Combinations

2236	8669
1587	9851
2994	0764
3048	3516
4425	5835
5170	6249
6703	7177
7312	9408

## PRECINCT HOUSE MAPS

Examine the bookshelf against the north wall in the East Office to find a **Map** of the upper levels of the R.P.D. precinct building. The **Map** of the B1F level is located on the shelves at the north end of the Substation Room in the basement. Obtain these maps as soon as possible to determine which rooms this walkthrough refers to.

## Waiting Room

Although the Waiting Room area on 2F has two entrances, the room is divided in half by an impassable barricade. In most difficulty levels, the **Ruby Plate** sits atop the locker on the west side of the barricade. To reach the item, you must push the large box (an item storage chest from *Resident Evil 2*) underneath the barricade from the eastern side. To do so, navigate through the East Office and ascend the Emergency Stairwell. Head west in the 2F East Hall and enter the Waiting Room from the eastern door. Push the box through, then navigate back to the Main Hall and climb the emergency ladder to the second floor. Enter the Waiting Room from the western door and climb onto the box to reach the Ruby Plate. In Hard mode, the **Emerald Plate** is located here instead.



First push the chest from the east side over to the west side of the barricade.



Navigate through the 1F level and climb the ladder in the Main Hall.



Enter the west side of the Waiting Room and climb onto the chest to reach the jewel plate.

In Very Hard mode, the **Ruby Plate** is locked inside the safe on the east side of the barricade. To unlock the safe, push the box underneath the barricade from the east side. Then navigate through the Main Hall to the west side of the Waiting Room and climb the box. Search the



lockers where the plate is located in other modes to obtain the **Ace Key**. Push the box back underneath the barricade. Go back through the 1F level to the Emergency Stairwell, then ascend and enter the Waiting Room from the east door. Use the Ace Key to unlock the safe to obtain the Ruby Plate.

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## Witness Interrogation Room



Examine the bookcase on the shelf to find one of the jewel plates.

In Easy and Normal mode, the **Amethyst Plate** is located on the bookcase next to the entrance. In Hard mode, the **Ruby Plate** rests on the shelf, while in Very Hard mode the **Onyx Plate** is located on the bookshelf instead.

## Holding Cells

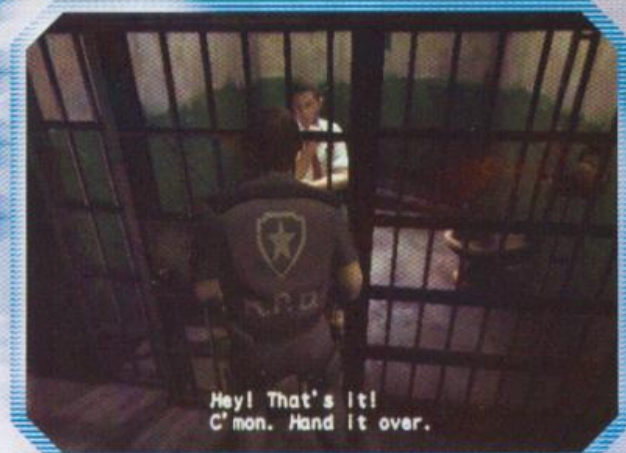
Nosy reporter Ben is locked in the basement Holding Cells, where he prefers to remain until the crisis in the city passes. On the way to see Ben, obtain the **Secret File**. The file item is located inside the desk drawer in the Substation Room in Easy and Normal modes, but it is found inside the East Office safe in Hard and Very Hard modes. After acquiring this item, speak to Ben through the bars and exchange the file for the **Sapphire Plate**.



In the B1F East Hall, David is the only person who can open the wall panel to reveal an item, usually a **Survival Knife**.



Open the desk drawer in the Substation Room to obtain the **Secret File** in Easy and Normal modes.



Speak to Ben in the Holding Cells area. Exchange the **Secret File** for the **Sapphire Plate** in all difficulty modes.

## Autopsy Room

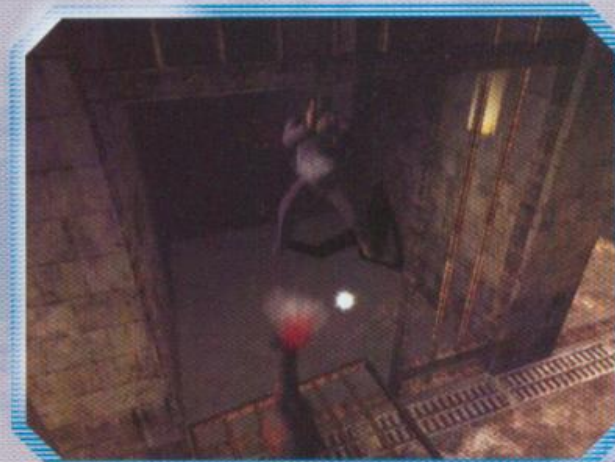


Greedy hands protect the jewel plate, which is resting in the corner of the Autopsy Room.

The plate is located at the back of the room near an open floor vent. If zombie hands are not protruding from the vent, they will reach out and grab any character who attempts to grab the item. Rotate the Left Analog Stick rapidly to break free, then attack the zombie hands to make them withdraw. Take the jeweled plate and leave before other zombies in the morgue wake up.

## Kennel

The door to the Kennel is locked, but it can be knocked open by using attacks. Another way to open it is to use Alyssa's picking tool or the Joker Key. Whenever a plate is located in the dog compound, the item is always located on the floor in the first open cage. The main obstacles to obtaining any item in this room are the undead canines.



A jewel plate located inside the Kennel is typically found in the darker open cage.



## NAVIGATION NOTES

If the player character starts in the Main Hall, navigation is somewhat easy. But if the character begins anywhere else, reaching the Main Hall is difficult because the south door in the 1F Lobby is locked from the other side. The door can be broken with attacks, but this may take a while because the door is particularly resilient.

Another way to reach the Main Hall is to descend the stairs in the 1F East Hall and go through the B1F East Hall to the Underground Parking Garage. Push aside a crate on the south wall and crawl through the ventilation hole to reach the Police Station Front Entrance. Next, enter the Main Hall through the front doors.

If playing as Kevin, open his locker in the Night-Duty Room. One of the items inside Kevin's locker is the **Joker Key**. This key unlocks any locked door in the entire precinct house!



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## Placing the Plates

Since inventory space is limited, return to the Main Hall after gathering one or two of the jeweled plates. Remove the **Unicorn Medal** from the base of the fountain statue. The item rests on the edge of the fountain to the right if you want to pick it up and use it.



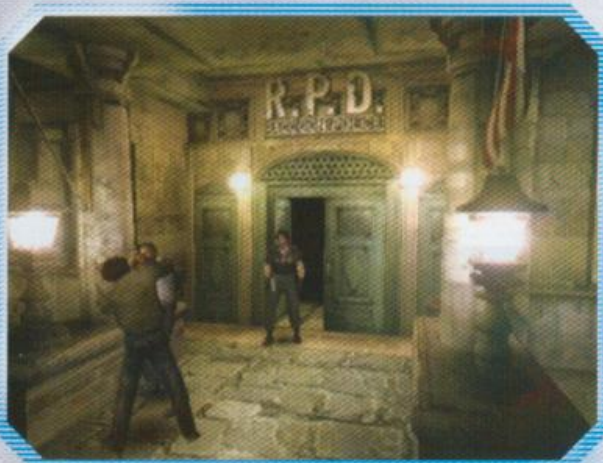
*Insert the Unicorn Medal into the circular indentation underneath the portrait at the southwest end of the Hallway on the 1F level to reveal a hidden cache of weapons and items.*

Insert the five jewel plates into the base of the fountain statue to reveal the secret crawlspace. R.P.D. officer Rita crawls through the hole in an attempt to reach help. When this scene ends, several changes occur in the precinct house:

- Marvin appears at the Police Station Front Entrance area, where the first player character to enter the area sees him fighting off a zombie attack. He drops the **Padlock Key** and **Film A**.
- The police officer at the Rooftop dies and items appear around his body, including **Film B**.
- Tony the dog trainer (formerly positioned in the Reception Office) moves to the Kennel. Search his dead corpse to find the **Ace Key** in most difficulty modes. **Film C** appears on the ground nearby.
- The police officer at the Emergency Stairwell dies and items appear around his body.

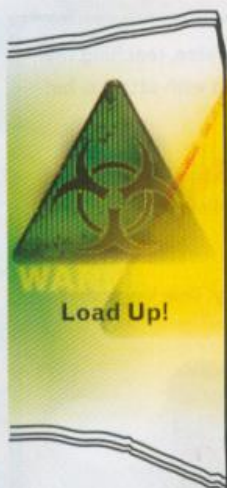
## Gun-Gathering Time

If you already possess a powerful weapon and want to end the scenario quickly, speak to Marvin at the Police Station Front Entrance. Otherwise, there are several tasks to complete to obtain more credits on the scenario's Event Checklist. In Single Play mode, it is unlikely that all of these tasks can be completed before time expires. In Single Play mode, gun-gathering time ends after 10 minutes. In Network mode, all of the following tasks must be completed within six minutes.



*Speak to Marvin at the Front Entrance to attempt to complete the scenario immediately. Otherwise, grab the nearby **Padlock Key** and head off to gather weapons and ammo.*

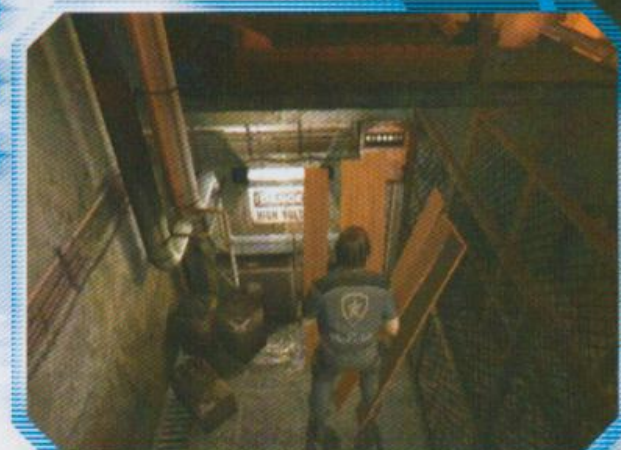




As the name "gun-gathering time" indicates, the most essential task at this moment is to hoard weapons and ammunition. Otherwise, you may be insufficiently equipped to complete the scenario.

### Garnering More Time

The **Padlock Key** on the ground near Marvin's feet unlocks the gated area of the Rooftop. Inside this area are six **Plywood Boards** that can be used at the front gates in the Police Station Front Entrance area to reinforce the structure. Each board used to barricade the gate extends gun-gathering time by one minute.



Take the **Plywood Boards** from the Rooftop down to the Front Entrance and "use" them at the front gate to build a stronger barricade, buying more time for weapon gathering. Yoko should be able to carry all the Plywood Boards at once.

### Film

Four **Film** items now appear in various locations around the precinct. Gather as many of them as possible and give them to Ben in the Holding Cells area in the basement to obtain additional weapons and recovery items.



Search near dead police officers for **Films**. Give them to Ben for additional supplies.

### Parking Garage Ramp

Examine the computer behind the desk in the Main Hall. Use the computer to open the shutter door in the Underground Parking Garage. The shutter door stays open for a limited period of time, so quickly use the crawlspace between the Police Station Front Entrance and the Underground Parking Garage to reach the Parking Garage Ramp. Several items are scattered at the top of the ramp, including **Film D** and a **Sub Machine Gun**.



After Rita leaves, examine the computer in the Main Hall to open the shutter door.



Several weapons and useful items litter the area near the top of the Parking Garage Ramp.

### SHUTTER OPEN TIME

Mode	Single	Network
Easy	5 min.	2 min.
Normal	2 min.	50 sec.
Hard	1 min.	45 sec.
Very Hard	1 min.	20 sec.

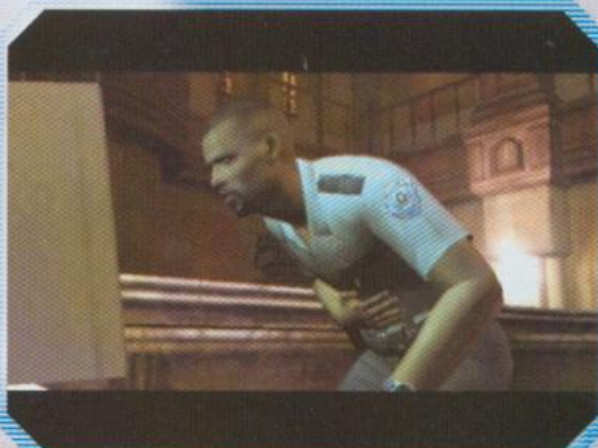
### Waiting Room Safe

In most difficulty modes, use the **Ace Key** (dropped by Tony in the Kennel) to unlock the safe in the Waiting Room. Push the box to the east side of the barricade, then navigate to the east side of the room and climb onto the box. Use the Ace Key to unlock the safe. The safe typically contains a **Sub Machine Gun**, except in Very Hard mode.



## Gathering at the Front

When enough time elapses after Rita leaves the R.P.D., she radios back that she's found a truck but there are too many zombies crowding the entrance. Marvin summons everyone to the front entrance. During this time, Marvin appears near the computer in the Main Hall. After another 30 seconds elapses, all player characters and AIPCs automatically move to the Police Station Front Entrance to confront a zombie onslaught like no other.



After Marvin makes his announcement, only 30 seconds remain to finish up all remaining tasks before all player characters teleport to the Front Entrance.

## Full Breach

The player characters move automatically to the Police Station Front Entrance area. The western and lower portions of the area are inaccessible, meaning player characters cannot leave. Zombies continually spawn through the open front gates, the side yard, and they also crawl slowly under the crates stacked on the east side of the area. The player characters and AIPCs must destroy a certain number of zombies before Rita can drive up with the truck and whisk the survivors to safety. The body count required is dependent on the difficulty level.



Back up near the doors when Zombies attempt to swarm the area. Use the recovery items and ammunition near the Front Entrance to keep fighting until the end!

Mode	Single	Network
Easy	10	30
Normal	20	40
Hard	25	45
Very Hard	30	50

## "DESPERATE TIMES"

### COMPLETE EVENT CHECKLIST

No.	Item	Restriction	Rank
1	Opened safe in east office.	Individual	20
2	Opened safe in waiting room.	Individual	40
3	Gave file to Ben.	Individual	30
4	Gave film to Ben.	Individual	50
5	Removed unicorn medal.	Individual	10
6	Opened secret door in hallway.	Individual	30
7	Used onyx plate.	Individual	20
8	Used ruby plate.	Individual	20
9	Used sapphire plate.	Individual	20
10	Used emerald plate.	Individual	20
11	Used amethyst plate.	Individual	20
12	Opened parking garage shutter.	Individual	30
13	Connected garage to main hall.	Individual	20
14	Boarded up front entrance.	Individual	20
15	Moved patrol car in garage.	Everyone in the room	30
16	Opened Kevin's locker.	Kevin Only	20
17	Opened Kevin's desk drawer.	Kevin Only	20
18	Unlocked Jean's desk drawer.	Kevin Only	40
19	Unlocked drawer in reception.	Alyssa Only	30
20	Unlocked 1F hall shelf.	Alyssa Only	30
21	Used padlock key.	Individual	40
22	Obtained all maps.	Individual	20
23	Obtained "Station memo."	Individual	10
24	Obtained "Police notice."	Individual	10
25	Obtained "Secret file."	Individual	10
26	Obtained "Marvin's memo."	Individual	10
27	Obtained "Emergency orders A."	Individual	10
28	Obtained "Emergency orders B."	Individual	10
29	Obtained "Police diary."	Alyssa Only	20
30	Obtained "Bizarre case file."	Alyssa Only	20
31	Obtained "Resume envelope."	Kevin Only	20

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## Event Checklist Pointers

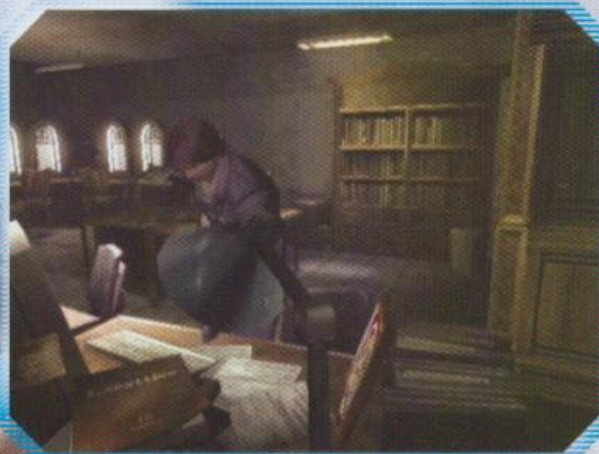
### Moved Patrol Car in Garage

The patrol car near the shutter door in the northwest corner of the Underground Parking Garage can be moved by two player characters pushing in unison, or by Mark in Single Play mode. A couple of items are located underneath the car.



### Opened Kevin's Desk Drawer

Examining the center of the north side of the long series of desks in the East Office, anyone but Kevin only sees his shooting trophy. But Kevin can open his desk drawer, which typically contains a powerful weapon.



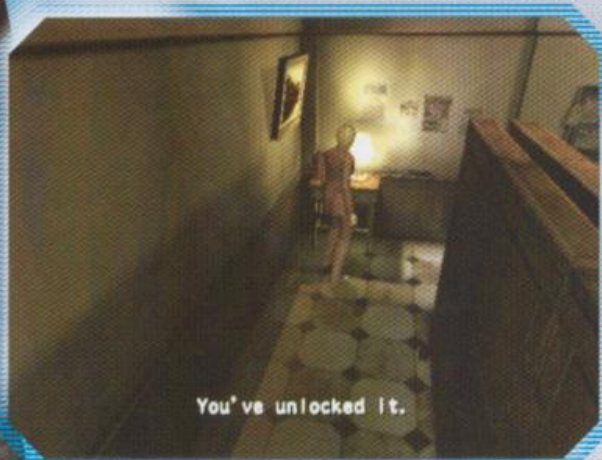
### Unlocked Jean's Desk Drawer

Jean's desk drawer is located on the south side of the long row of desks in the East Office. Kevin can open the drawer by inputting the combination from the "Jean's Memo" file found in the "Underbelly" scenario. The combination is 0325. Only Kevin can open the drawer.



### Unlocked Drawer in Reception

Alyssa can use her picking tools to open the drawer in the Reception Office. The drawer typically contains a recovery item.



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### Opened Kevin's Locker

Only Kevin can open the locker bearing his name in the Night-Duty Room. The locker usually contains a weapon or ammunition, as well as the **Joker Key**. This item unlocks any locked door within the precinct house.



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## Unlocked 1F Hall Shelf

Alyssa can use her picking tools to open the locker in the north corner of the 1F East Hall. The locker usually contains a **Burst Handgun** or ammunition.



## Notes for Easy, Hard, and Very Hard Modes

In Very Hard mode, a second **Joker Key** is hidden on the upper balcony of the Main Hall. A railing post obscures the item. However, any player character can take the key and use it to open any door, not just Kevin.



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## “DESPERATE TIMES” CLEAR TIME RANKING—SINGLE

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:12:00~	00:12:30~	00:30:00~	01:00:00~
B	00:15:00~	00:15:30~	00:35:00~	01:02:00~
C	00:20:00~	00:20:00~	00:40:00~	01:04:00~
D	00:30:00~	00:30:00~	00:45:00~	01:06:00~
E	00:45:00~	00:45:00~	00:50:00~	01:10:00~

## “DESPERATE TIMES” CLEAR TIME RANKING—NETWORK (DVD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:17:00~	00:17:00~	00:25:00~	00:40:00~
B	00:20:00~	00:20:00~	00:30:00~	00:45:00~
C	00:25:00~	00:25:00~	00:35:00~	00:50:00~
D	00:30:00~	00:30:00~	00:40:00~	00:55:00~
E	00:45:00~	00:45:00~	00:50:00~	01:00:00~

## “DESPERATE TIMES” CLEAR TIME RANKING—NETWORK (HDD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:16:00~	00:16:00~	00:24:00~	00:37:00~
B	00:19:00~	00:19:00~	00:29:00~	00:42:00~
C	00:24:00~	00:24:00~	00:34:00~	00:47:00~
D	00:30:00~	00:30:00~	00:40:00~	00:55:00~
E	00:45:00~	00:45:00~	00:50:00~	01:00:00~





# END OF THE ROAD

Umbrella Research Facility

EASY

NORMAL

HARD

VERY HARD

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ITEM LIST: 2F

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	First Aid Spray	No Item	First Aid Spray	First Aid Spray
2	MO Disk	MO Disk	No Item	No Item
3	Handgun Rounds	Handgun Rounds	Handgun Rounds	Handgun Rounds
4	Lighter	Lighter	Lighter	Handgun Rounds
5	Blue Herb	Blue Herb	Blue Herb	Blue Herb
6	Green Herb	Green Herb	Anti Virus	Green Herb

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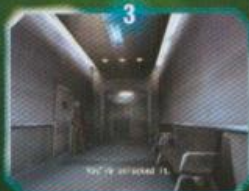
## OBJECTIVES: Umbrella Research Facility



Examine the numeric keypad in Central Passage 1 with three bloody fingerprints to determine the 3-digit passcode.



Take the **Examination Room Key** from the Reference Room.



Use the Examination Room Key to unlock the west door in the Waiting Room.



Input variations of the 3-digit code until one opens the north door in Central Passage 2.



Head through the West Passage to the Laser Emission Room and press the switch to lower the beam shutter.



Quickly run through the north portion of the Laser Emission Room before the beam shutter reactivates.



Collect the **ID Card Lv1** near the dead researcher's body in Central Passage 3.



Return to Central Passage 1 and swipe the ID Card Lv1 to open the Experimentation Chamber door.



Take the **MO Disk** from the Observation Mezzanine.



Decrypt the MO Disk in the Mainframe room with Code A.



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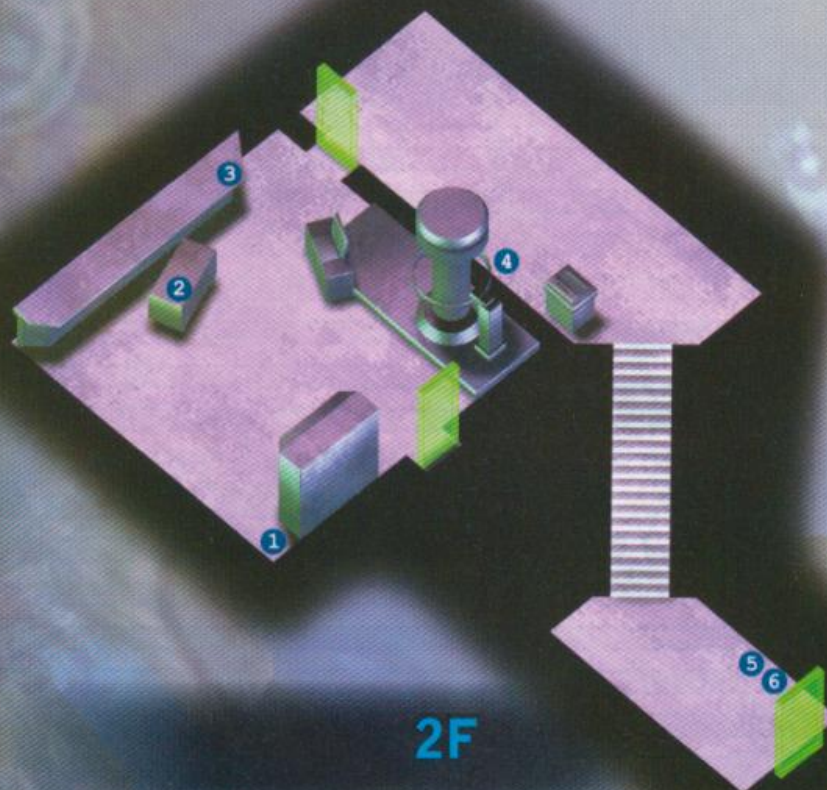
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Return to the Observation Mezzanine and decrypt the MO Disk (Code A) with Code B. Give the MO Disk (Code B) to Garter.



Follow Linda to the East Exit.



Find the ID Card Lv2 near the dead body at the East Exit.



Smash or pry open the destroyed panel in East Passage 2, then crawl through the hole to the Special Research Room.



Use the ID Card Lv2 to unlock the northeast door in East Passage 1.



Ride the elevator down to the Water Treatment Plant.



Callout No.	EASY	NORMAL	HARD	VERY HARD
1	No Item	No Item	No Item	MO Disk
2	First Aid Spray x4	No Item	No Item	No Item
3	Handgun Rounds	No Item	No Item	No Item
4	Handgun	No Item	No Item	No Item
5	Curved Iron Pipe	Curved Iron Pipe	No Item	Long Pole
6	No Item	No Item	Handgun	Green Herb
7	Iron Pipe	Iron Pipe	Iron Pipe	No Item
8	No Item	No Item	MO Disk	No Item
9	No Item	No Item	No Item	Green Herb
10	Battery	Handgun Rounds	Handgun Rounds	No Item
11	Examination Room Key	Examination Room Key	Examination Room Key	Examination Room Key
12	No Item	No Item	No Item	Recovery Medicine
13	Handgun	Handgun	No Item	Recovery Medicine Base
14	Blue Herb	Blue Herb	Green Herb	No Item
15	First Aid Spray	First Aid Spray	First Aid Spray	Alcohol Bottle
16	No Item	First Aid Spray	No Item	No Item
17	Gray Chemical Bottle	No Item	Gray Chemical Bottle	Lighter
18	Yellow Chemical Bottle	Yellow Chemical Bottle	Yellow Chemical Bottle	Yellow Chemical Bottle
19	No Item	No Item	No Item	Green Herb
20	First Aid Spray	Red Herb	Red Herb	Handgun Rounds
21	Green Herb	Green Herb	Green Herb	Gray Chemical Bottle
22	Blue Herb	Blue Herb	Blue Herb	Blue Herb
23	No Item	No Item	Handgun	MO Disk
24	Shotgun	Shotgun	MO Disk	Handgun
25	No Item	First Aid Spray	No Item	No Item
26	No Item	No Item	MO Disk	No Item
27	Gray Chemical Bottle	Gray Chemical Bottle	Gray Chemical Bottle	No Item
28	Green Herb	Green Herb	Green Herb	Gray Chemical Bottle
29	First Aid Spray	No Item	Battery	Burst Rounds
30	No Item	Battery	No Item	No Item
31	ID Card Lv1	ID Card Lv1	ID Card Lv1	ID Card Lv1
32	Green Herb	Green Herb	Green Herb	No Item
33	Green Herb	Green Herb	Green Herb	No Item
34	First Aid Spray	Green Herb	No Item	No Item
35	No Item	Battery	No Item	No Item
36	Yellow Chemical Bottle	Yellow Chemical Bottle	No Item	Anti Virus

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WILD THINGS

UNDERBELLY

FLASHBACK

DESPERATE TIMES

END OF THE ROAD



1F

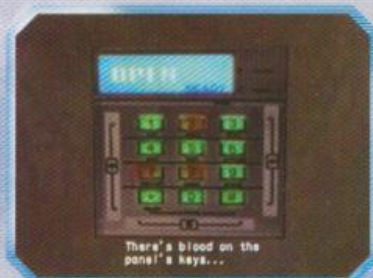


Callout No.	EASY	NORMAL	HARD	VERY HARD
37	Handgun Rounds	Handgun Rounds	Handgun Rounds	No Item
38	Newspaper 1	Newspaper 1	Newspaper 1	Recovery Medicine
39	Green Herb	Green Herb	No Item	Green Herb
40	No Item	No Item	Green Herb	No Item
41	Alcohol Bottle	Alcohol Bottle	Alcohol Bottle	Broken Handgun
42	Shotgun Rounds	Shotgun Rounds	Handgun Magazine	No Item
43	Recovery Medicine	Recovery Medicine	Recovery Medicine	No Item
44	Green Herb	Green Herb	Green Herb	No Item
45	Green Herb	Green Herb	Green Herb	Green Herb
46	No Item	Iron Pipe	Iron Pipe	Iron Pipe
47	No Item	First Aid Spray	First Aid Spray	No Item
48	First Aid Spray	First Aid Spray	First Aid Spray	No Item
49	No Item	No Item	No Item	First Aid Spray
50	Shotgun Rounds	Shotgun Rounds	No Item	No Item
51	Crowbar	Crowbar	Crowbar	No Item
52	Recovery Medicine Base	Recovery Medicine Base	Recovery Medicine Base	No Item
53	Recovery Medicine Base	Recovery Medicine Base	Anti Virus	No Item
54	Gray Chemical Bottle	Gray Chemical Bottle	Gray Chemical Bottle	Green Herb
55	Grenade Launcher-Acid Rounds	Grenade Launcher-Burst Rounds	Grenade Launcher-Burst Rounds	Grenade Launcher-Burst Rounds
56	Yellow Chemical Bottle	Yellow Chemical Bottle	Battery	Yellow Chemical Bottle
57	Green Herb	Green Herb	Green Herb	Green Herb
58	Green Herb	Green Herb	Blue Herb	Gray Chemical Bottle
59	ID Card Lv2	ID Card Lv2	ID Card Lv2	ID Card Lv2
60	No Item	No Item	No Item	Crowbar
61	Iron Pipe	Iron Pipe	Iron Pipe	Iron Pipe
62	Recovery Medicine Base	Recovery Medicine Base	Recovery Medicine Base	Recovery Medicine Base
63	Anti Virus	Anti Virus	Anti Virus	No Item
64	No Item	Gray Chemical Bottle	No Item	No Item
65	45 Auto Rounds	Green Herb	Green Herb	Green Herb
66	Model Grenade Launcher	Model Grenade Launcher	Model Grenade Launcher	Model Grenade Launcher
67	Red Herb	Red Herb	No Item	No Item
68	No Item	Deck Brush	No Item	Deck Brush
69	Green Herb	Green Herb	Burst Rounds	No Item
70	No Item	No Item	Green Herb	Green Herb
71	Iron Pipe	Iron Pipe	Iron Pipe	No Item

## WALKTHROUGH

### Random Code

Head north to Central Passage 1 and proceed a few steps to the east until a dead body on the floor becomes visible. Examine the nearby wall panel to view a numeric keypad. Bloody fingerprints cover three buttons on the keypad. The fingerprints indicate what the three-digit code might be. For example, if the 1, 6 and 8 buttons on the keypad are marked, then the code could be any combination of 168, 618, 816, etc. Remember the three numbers and be prepared to input different combinations of the three until one series turns out to be the right code. This code opens the shield doors in Central Passage 2 and the West Passage.



Three buttons on the keypad marked with bloody fingerprints indicate what numbers are in the 3-digit combination that opens the safety doors.

### Examination Room Key

Head east through Central Passage 1 to East Passage 1. Quickly move south and go through the door on the right. A Hunter smashes through the nearby lab window and may attack unless the player character escapes immediately.

Inside the Reference Room, locate the **Examination Room Key** on the corner of the table. Check the computer monitor in the south portion of the room to obtain a **Map** of the entire area. Return quickly through the passages to the Waiting Room, avoiding encounters with Hunters as much as possible. Use the Examination Room Key to unlock the west door in the Waiting Room area before Hunters follow in pursuit.



Hunters attack suddenly and swiftly, capable of breaking weapons that are pointed at them. Quickly lower your weapon before a Hunter attacks.



Examine the computer monitor in the Reference Room to obtain the Map, which aids in navigation through the complex Research Facility.



## CONCERNING HUNTERS

Hunters reappear continuously in all passageways of the Research Facility. They will follow player characters from one room to the next, and they also roam between areas looking for prey. Hunters can attack at close range and leap great distances to attack stationary targets. Their more powerful, close-range attacks can break Handguns and Shotguns. David can repair broken weapons provided he has Junk Parts available. When Hunters are in the vicinity, keep moving and leave the area as soon as possible. If you have tasks to do and Hunters interfere, attack them from medium range to avoid their weapon-breaking attacks. Throwing Yellow Chemical Bottles at Hunters is an extremely efficient way to kill them with one hit.



*Don't pick up the **Green Herb** in the north part of the Laser Emission Room, especially if the shutter is about to close.*

Check the control panel to the left of the windows in the Laser Emission Room and press the switch to turn off the laser beam shutter in the north portion of the area. The shutter remains down for 55 seconds, then reactivates automatically. Quickly dash through the West Passage and Central Passage 2 to the north side of the Laser Emission Room, then

proceed through the north door to Central Passage 3 before the shutter reactivates.

## The Laser Beam Shutter

Chat with Linda in the Examination Room to score bonus points on the Event Checklist for the scenario, then collect items in the room and head through the northwest door to Central Passage 2. Move to the north end of the passage and examine the keypad on the right side of the shutter door. Start to input the various combinations of the three digits marked in blood on the keypad in Central Passage 1, and continue to rearrange the numbers until one combination opens the door.



*Talk to Linda in the Examination Room to score some extra Event Checklist points.*



*Listen for the sound of Hunters entering Central Passage 2 and fend them off while attempting to open the door with a 3-digit passcode.*



*The 3-digit code also opens a safety door at the south end of the West Passage, revealing weapons and items.*

## Proper Identification

Head north in Central Passage 3 and search near the dead body to find **ID Card Lv1**. Head to the south door and position the player character in front of the card reader to the left of the portal. Swipe the ID Card Lv1 through the reader to unlock the door, thus creating a direct route back to Central Passage 2. Continue to the southeast end of Central Passage 2 and use the card to unlock the door to



*Stand in front of card readers on the right side of the doors between passages, open the inventory menu, and "use" the ID Card Lv1 to unlock the portal.*

Central Passage 1. Move past the corpse in Central Passage 1 and swipe the card at the reader to unlock the door to the Experimentation Lab. The ID Card Lv1 become useless at this point, so exchange it with another item whenever necessary.

## Decrypting the Disk

Laser beam shutters in the Experimentation Lab enclose the Hunters, preventing them from attacking. Ascend the stairs and enter the Observation Mezzanine, where scientist Carter works on a computer. Take one **MO Disk** from the nearby cart and head through the northwest door.



*Speak to Carter to add an item to the Event Checklist and to receive some instructions.*



*Pick up **Newspaper 1** in Central Passage 4 to add the "Raccoon Today" file to the menu.*



Navigate past the Hunters patrolling the western passages of the facility and head toward the Mainframe room. Insert the MO Disk into the console at the back of the Mainframe room to decrypt the disk with Code A. Next, return to the Observation Mezzanine and give the disk to Carter by "using" it on him. Optionally, Code B can be added to the MO Disk by inserting the disk into the computer panel south of Carter's location. This action is worth an additional item on the Event Checklist, as well.



After decrypting the disk with Code A, insert the disk into the computer south of Carter's location to add Code B to the disk.

### MAKE ANOTHER MO DISK

After giving the decrypted MO Disk to Carter, take another **MO Disk** from the Observation Mezzanine and decrypt it with Code A in the Mainframe. This second MO Disk enables the user to view the "Experiment Participants" file in the Special Research Room.

### Path of the Tyrant

After tearing apart the Hunters in the Experimentation Lab, the Tyrant moves from passage to passage in the Facility, attacking all Hunters. The Tyrant is programmed to protect people during this time, and it cannot be damaged by player character attacks. Therefore, conserve ammunition by seeking safety behind the Tyrant whenever Hunters attack.



There are supplies around the Hunter's former captivity pen in the Experimentation Lab. Collect them after the Tyrant clears the area.



Stand behind the Tyrant and allow it to do its job: Hunter extermination!

### Obtaining the Grenade Launcher

Before following Linda into the East Exit area, there are a few tasks to perform to make things easier later. Head to the Nursery and take the **Crowbar** from the west console. Avoid taking the Grenade Launcher-Burst Rounds from its rack on the south wall, or the player character becomes trapped in the room with a Hunter-μ, a smaller version of the regular Hunter with just as many vitality points and attack capabilities.



Use the **Crowbar** to pry open the panel in East Passage 2.



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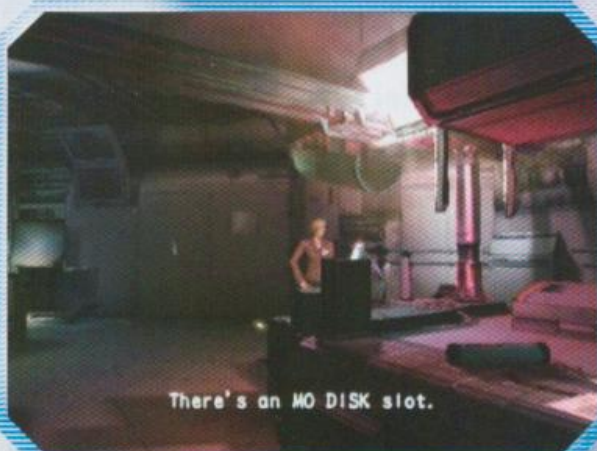
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Take the Crowbar back to East Passage 2 and use it to pry open the small panel in the broken section of the wall. Attacking the wall also opens the panel, but using the Crowbar is faster. Crawl through the hole into the Special Research Room. There is a **Model Grenade Launcher** on the back on the north wall.



Insert a decrypted MO Disk (Code A) or (Code B) into the computer at the back of the central console to view the revealing "**Experiment Participants**" file.

Take the Model Grenade Launcher back to the Nursery and take the **Grenade Launcher-Burst Rounds** from the wall. Taking the weapon triggers an alarm and locks the door. Momentarily, the capsule holding a Hunter-μ opens and the creature attacks. In Easy and Normal modes, only one Hunter-μ emerges. In Hard and Very Hard modes, though, two foes emerge and attack. To unlock the exit door, either kill all of the Hunter enemies or set the Model Grenade Launcher in the Grenade Launcher-Burst Rounds' place. To set the Model Grenade Launcher, examine the spot where the Grenade Launcher hung with the item in possession. When asked if you want to set the Model Grenade Launcher, select "Yes".



Note that setting the Model Grenade Launcher and killing all Hunter-μ enemies are both items on the Event Checklist.

## DAVID WORKS LESS

The Model Grenade Launcher can be modified to become a working Grenade Launcher by combining it with David's Junk Parts. If a group works well together online, two Grenade Launchers can be procured this way.

## Betrayal

Break or pry open the wall panel in East Passage 2 before heading for the East Exit. The Tyrant turns on its creators and knocks Linda into the abyss. Carter is dead, his **ID Card Lv2** dropped near his broken body. However, the murderous Tyrant will not likely step aside to make claiming this item easy. The best thing to do is return to East Passage 3, outmaneuver the giant, then return to the East Exit and quickly pick up the keycard.

Either defeat the Tyrant (if possible), or be prepared to dodge it every step of the way. Head back to East Passage 2 and crawl through the hole in the wall to the Special Research Room. Continue through the north door and head east to the elevator area. Swipe the Lv2 card to unlock the door, then board the elevator and ride down to the Water Treatment Plant.



Lead the Tyrant back to the East Passages, then return when the area is clear and pick up Carter's ID Card.



Use the ID Card Lv2 to unlock the door before the Tyrant arrives and interferes with unlocking the door.





**B1F**

Callout No.	EASY	NORMAL	HARD	VERY HARD
01	Green Herb	Green Herb	Green Herb	Green Herb
02	Green Herb	Green Herb	Green Herb	Anti Virus
03	No Item	No Item	No Item	First Aid Spray
04	First Aid Spray	Handgun Rounds	First Aid Spray	No Item
05	Iron Pipe	Iron Pipe	Iron Pipe	No Item
06	Priming Switch	Priming Switch	Anti Virus	Recovery Medicine Base
07	No Item	Iron Pipe	Curved Iron Pipe	Deck Brush
08	Handgun Magazine	Handgun Rounds	Handgun Rounds	Handgun Rounds
09	Red Herb	Red Herb	Red Herb	No Item
10	Valve Handle (6-sided)	Valve Handle (6-sided)	Valve Handle (6-sided)	No Item
11	Broken Shotgun	Broken Shotgun	Broken Shotgun	Shotgun
12	Stick	Stick	Stick	Valve Handle (6-sided)
13	Green Herb	Green Herb	Green Herb	Green Herb
14	Battery	Battery	Battery	No Item
15	Newspaper 2	Newspaper 2	Newspaper 2	Newspaper 2
16	Handgun Rounds	Handgun Magazine	Handgun Rounds	Handgun Rounds
17	Alcohol Bottle	Alcohol Bottle	Red Herb	No Item
18	Magnum Revolver	Magnum Revolver	Magnum Revolver	Priming Switch
19	Red Herb	Blue Herb	Blue Herb	Red Herb
20	Antidote	No Item	No Item	No Item
21	Deck Brush	Deck Brush	Deck Brush	No Item
22	First Aid Spray	First Aid Spray	First Aid Spray	Blue Herb
23	Handgun Rounds	Shotgun Rounds	Shotgun Rounds	No Item
24	Blue Herb	No Item	No Item	No Item
25	Battery	Battery	Alcohol Bottle	Alcohol Bottle
26	Stick	Stick	Stick	Antidote
27	Newspaper 3	Newspaper 3	Priming Switch	Newspaper 3
28	Shotgun	Shotgun	Shotgun	Battery
29	Deck Brush	Deck Brush	Deck Brush	Shotgun Rounds
30	First Aid Spray	First Aid Spray	First Aid Spray	Recovery Medicine
31	Burst Rounds	Burst Rounds	Burst Rounds	Burst Rounds
32	Alcohol Bottle	Alcohol Bottle	Alcohol Bottle	No Item
33	Long Pole	Long Pole	Long Pole	No Item
34	No Item	Green Herb	No Item	Green Herb
35	Green Herb	No Item	No Item	No Item
36	No Item	No Item	Green Herb	No Item
37	Green Herb	No Item	No Item	No Item
38	Magnum Revolver Rounds	Stick	Stick	No Item
39	No Item	No Item	No Item	Stick
40	Burst Rounds	Acid Rounds	Acid Rounds	No Item
41	Handgun	Handgun	Handgun	Stick
42	First Aid Spray	First Aid Spray	First Aid Spray	Recovery Medicine
43	Red Herb	Red Herb	Red Herb	No Item
44	Blue Herb	Blue Herb	No Item	No Item
45	Stun Rod	Lighter	Lighter	Battery
46	No Item	No Item	Newspaper 3	No Item
47	Green Herb	Green Herb	Green Herb	No Item
48	Green Herb	Green Herb	Green Herb	Blue Herb
49	Shotgun Rounds	No Item	No Item	No Item
50	Broken Handgun	Broken Handgun	Broken Handgun	No Item
51	Iron Pipe	No Item	No Item	Iron Pipe

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Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Stick	Stick	Stick	Stick
2	Recovery Medicine	Recovery Medicine	Recovery Medicine	Recovery Medicine
3	Green Herb	Green Herb	Green Herb	Alcohol Bottle
4	Blue Herb	Red Herb	Red Herb	No Item
5	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds
6	First Aid Spray	No Item	First Aid Spray	No Item
7	Recovery Medicine	Recovery Medicine	Recovery Medicine	Recovery Medicine
8	Blue Herb	Blue Herb	No Item	No Item
9	First Aid Spray	No Item	No Item	Acid Rounds

**B2F**

## OBJECTIVES: Water Treatment Plant

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END OF THE ROAD



Push the crate onto the weak section of floor in the Floodgate Control Room and drop to the B2F level.



Navigate through the Old Waterway to the Drainage Room and find Linda.



If not swept away by the rushing waters, take the **Valve Handle (6-Sided)** from the Drainage Room and head north.



Use the Valve Handle to lower the ladder in the North Waterway.



Return to the Maintenance Room and cut the Valve Handle down to four sides.



Use the Valve Handle to lower the escape ladder in the North Waterway.

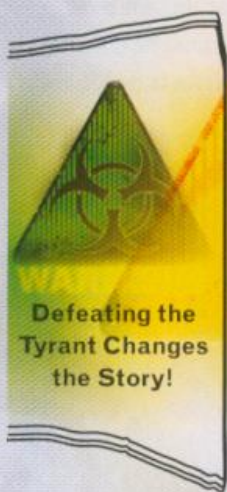


## The Trouble with Tyrants

Head south into the Drainage Room and continue forward until Linda's unconscious body is spotted in the canal below. To reach the lower level, it's time to navigate through almost the entire Water Treatment Plant area. But after taking just a few steps around the balcony, the Tyrant drops down in front of the lead character. It's time to either defeat the Tyrant; if not, it will pursue player characters throughout most areas of the Water Treatment Plant.



Defeat the Tyrant, or flee from it throughout the Water Treatment Plant.



Defeating the Tyrant Changes the Story!

If the Tyrant is defeated before Linda is rescued in the Drainage Room, the gameplay in the last half of the scenario changes significantly. Not in a good or bad way, but it is significant.

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## TYRANT

The easiest way to defeat the Tyrant is to use the **Bomb Switch**, located on the balcony in the Underground Waterworks area. To activate the Tyrant's self-destruct mechanism, equip the Bomb Switch and hold the R1 button. Then hold the  $\otimes$  button for two seconds while at very close range to the monster. If the Bomb Switch is close enough to the Tyrant, a small buzzing sound is heard. After two seconds, the bomb explodes and the Tyrant falls dead. The only trick is to attempt to get behind the monster and hope that an ally can keep the creature distracted long enough that the Bomb Switch can be activated for a full two seconds. Since the Bomb Switch can also be used to defeat the Tyrant R, consider saving this device for a later time.



To get past the Tyrant on the narrow Drainage Room balcony, run back toward the wider area near the door and allow the Tyrant to pursue. Then slip around the creature and run for the north door. To defeat the Tyrant without using the Bomb Switch, lead it to an area where the characters can surround the monster, such as the Maintenance Room. Wait until

## Weak Flooring

Navigate through the Maintenance Room to the Underground Waterworks area, then head west into the Floodgate Control Room. A weakened part of the floor is circled with a large mark. Push one of the crates in the room onto the spot to create a hole in the floor. Before pushing any crates, though, move behind the wooden boxes and check the shelf to find a useful item, such as a **Magnum Revolver**. If you push the crates before taking the item, it becomes unreachable.

WILD THINGS

UNDERBELLY

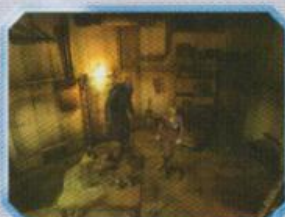
FLASHBACK

DESPERATE TIMES

END OF THE ROAD



Acquiring **Newspaper 2** in the Maintenance Room makes the "Daily Raccoon" file available to read in the file menu.



Note that the Tyrant cannot damage player characters who are pushing crates.

Push the south crate west toward the wall, then push the north crate northeast toward the circled spot on the floor. This causes the crate to break through the floor. Examine the hole to drop through to the B2F level.



Check behind the crates to find items before pushing them. Otherwise, the chance to acquire the item is lost.



the creature begins one of its slow attacks, then run behind it and attack from the rear. Fire grenades and throw chemical bottles at it, or use whatever firearms are available. Because the Vitality Point range of the creature varies so greatly in every mode, it's tough to determine how many attacks are required to defeat it. Melee weapons are almost completely insufficient.

## VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	4000~9000	5000~10000	6000~11000	7000~12000
Network	5000~10000	6000~11000	7000~12000	8000~13000

## ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Punch	100~160	250~350	300~400	400~550
Kick	140~210	380~500	480~680	640~780
Jumping Off	0	100~100	200~200	300~300
Double Hammer	800~950	1250~1400	2000~2700	3000
Hook	250~280	400~440	450~480	500~540
Upper	300~340	450~480	500~540	600~640
Stamp Attack	50~85	100~170	200~340	400~540
Turning Punch	180~250	400~450	500~550	600~650



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## Optional Areas

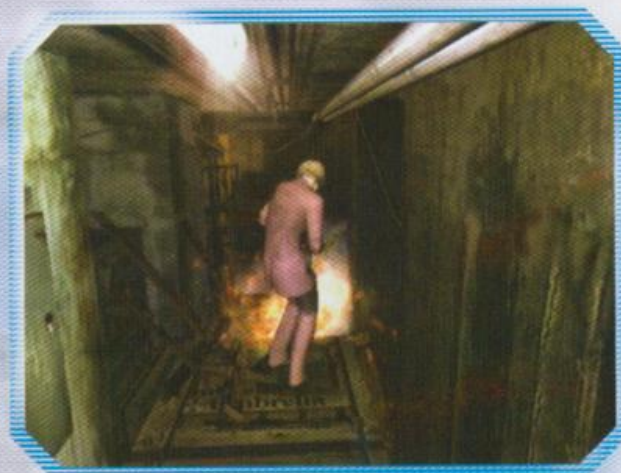
Hop down from the platform in the Emergency Materials Storage room and kill a Giant Spider. In Easy and Normal mode, players can simply climb the boxes at the west end of the room near the sparking circuit panel and climb through the vent duct into the next room. However, some optional rooms can be reached by climbing onto the boxes stacked between the columns on the north side of the room. Smash through the crate blocking the path and climb down behind the boxes to find a ladder that leads up to Maintenance Passage 1.



Two players working together—or Mark alone—can push the box in the corner to reveal an additional item.



Only David can open the panel on the westernmost column, revealing an item.



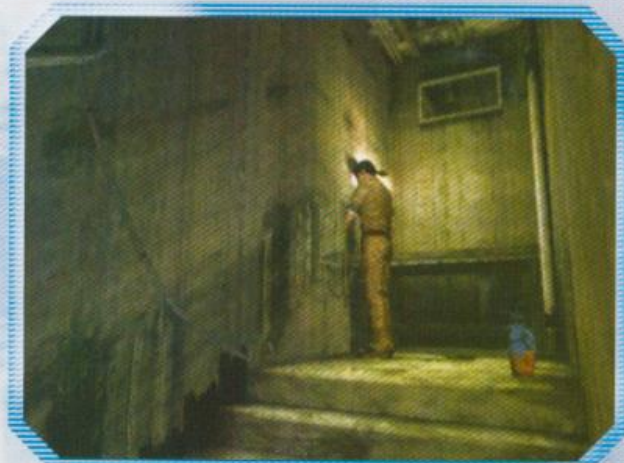
Smash the crate in the raised passage to access the north ladder.



The main reason to search Maintenance Passage 1 is the **Map of the Water Treatment Plant**, located on the bulletin board just south of the ladder's top. Additional supplies and a save point are in the adjoining Maintenance Passage 2 and the Break Room. After exploring the area, climb back down the ladder to the Emergency Materials Storage room and climb through the vent duct in the west corner.

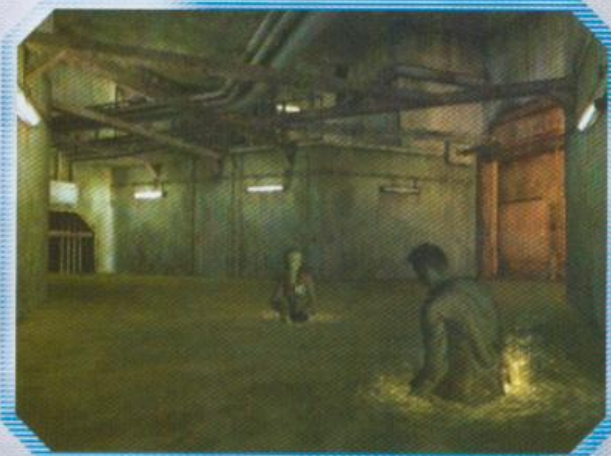


Taking **Newspaper 3** located in Maintenance Passage 2 adds "Money Scoop" to the file menu.



Only David can open the panel at the bottom of the stairs in Maintenance Passage 3.

However, if the Tyrant has been suppressed at this point, then Linda is washed away but the player characters remain. If this is the situation, search the Drainage Room to find the **Valve Handle (6-Sided)**. Carry this item north through the Underground Waterworks to the North Waterway. Use the Valve Handle at the panel next to the ladder to lower the rungs down into the water.



Take the Valve Handle and navigate north through the waters. Watch out for Zombies wading in the muck.

## Changing the Valve Handle

The panel for the escape ladder at the north end of the north waterworks requires a four-sided wheel device to activate. Head south to the Maintenance Room and set the Valve Handle into the central device to change the connector into a four-sided shape. Next, return to the North Waterway and use the Valve Handle (4-Sided) to lower the escape ladder and climb out of the Water Treatment Plant.



Insert the Valve Handle (6-sided) into the center machine in the Maintenance Room to obtain the **Valve Handle (4-sided)**.

## Flood Waters of Fate



Watch out for Zombies and Giant Spiders in the Old Waterway caves.

Navigate through the Old Waterway and jump down to the lower portion of the Drainage Room. Upon approaching Linda, water floods the lower portion of the Water Treatment Plant. If the Tyrant is still active, then Linda and the player characters are washed away. The player characters resume the scenario in the Tunnel area of the next stage.

## KILLER PLUMBER!

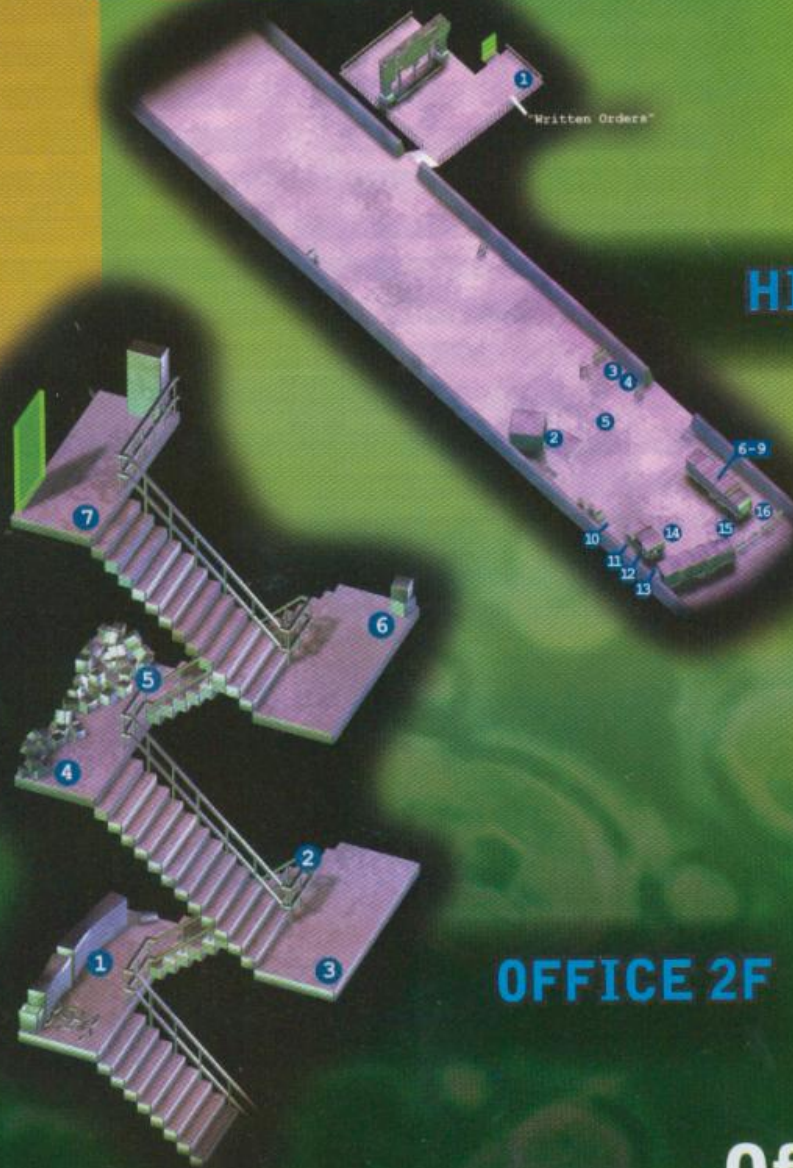
If David is *not* selected as a player character during this scenario, he appears in the North Waterway as a strong zombie. Although he can be killed, he may soon rise again. Additionally, David's **Lighter** appears on the catwalk.





## ITEM LIST: Highway

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Green Herb	Green Herb
2	First Aid Spray	First Aid Spray	Shotgun	Shotgun
3	Green Herb	Green Herb	Green Herb	No Item
4	Iron Pipe	Iron Pipe	Iron Pipe	Green Herb
5	Grenade Launcher-Burst Rounds	Handgun	No Item	Burst Rounds
6	Rocket Launcher	Rocket Launcher	Shotgun	Iron Pipe
7	Shotgun	Shotgun	Deck Brush	Deck Brush
8	Magnum Revolver	Magnum Revolver Rounds	Magnum Revolver Rounds	Magnum Revolver Rounds
9	Survival Knife	Survival Knife	Survival Knife	Handgun
10	First Aid Spray	First Aid Spray	First Aid Spray	First Aid Spray
11	Green Herb	Green Herb	No Item	Survival Knife
12	Green Herb	Iron Pipe	Green Herb	Green Herb
13	Sub Machine Gun	Sub Machine Gun	No Item	Gray Chemical Bottle
14	Handgun Rounds	Handgun Rounds	Handgun Rounds	Handgun Rounds
15	Shotgun Rounds	Sub Machine Gun Magazine	Yellow Chemical Bottle	Iron Pipe
16	Iron Pipe	Assault Rifle Magazine	Sub Machine Gun Magazine	Deck Brush



## OFFICE 2F

## ITEM LIST: Office 2F

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Yellow Chemical Bottle	Yellow Chemical Bottle	Yellow Chemical Bottle	No Item
2	Recovery Medicine	Recovery Medicine	No Item	No Item
3	Burst Rounds	Burst Rounds	No Item	No Item
4	Deck Brush	Deck Brush	Shotgun Rounds	Handgun Rounds
5	Sub Machine Gun Magazine	Assault Rifle	Assault Rifle	Yellow Chemical Bottle
6	Handgun Rounds	Handgun Rounds	Handgun Rounds	No Item
7	Shotgun Rounds	Shotgun Rounds	Deck Brush	Shotgun Rounds

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# ITEM LIST: Downtown

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	First Aid Spray	Green Herb	No Item	Green Herb
2	Handgun Magazine	Handgun Rounds	Handgun Rounds	Magnum Revolver S. Loader
3	No Item	Red Herb	Red Herb	No Item
4	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds
5	Deck Brush	Deck Brush	Deck Brush	Wooden Pole
6	First Aid Spray	First Aid Spray	No Item	No Item
7	Iron Pipe	Iron Pipe	Iron Pipe	Iron Pipe
8	Newspaper 1	Newspaper 1	Newspaper 1	No Item
9	No Item	No Item	First Aid Spray	First Aid Spray
10	Lighter	Alcohol Bottle	No Item	Lighter
11	Handgun	Handgun	Handgun	No Item
12	Green Herb	Green Herb	45 Auto Rounds	No Item
13	Deck Brush	Deck Brush	Handgun Rounds	Wooden Pole
14	Shotgun Rounds	Shotgun Rounds	No Item	No Item
15	Shotgun Rounds	No Item	No Item	Broken Handgun
16	Rocket Launcher	Sub Machine Gun	Green Herb	Hemostat
17	Blue Herb	Blue Herb	Blue Herb	Blue Herb
18	Shotgun	Shotgun	No Item	No Item
19	Shotgun	No Item	No Item	No Item
20	45 Auto Rounds	45 Auto Rounds	No Item	No Item
21	Mine Detector	Mine Detector	Mine Detector	Mine Detector
22	Green Herb	Green Herb	Green Herb	Green Herb
23	Iron Pipe	Iron Pipe	Newspaper 3	Iron Pipe
24	Burst Rounds	Acid Rounds	Acid Rounds	Gray Chemical Bottle
25	Handgun Rounds	Assault Rifle Magazine	Assault Rifle Magazine	No Item
26	First Aid Spray	First Aid Spray	Green Herb	Green Herb
27	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds	No Item
28	First Aid Spray	First Aid Spray	First Aid Spray	Green Herb
29	Iron Pipe	Iron Pipe	No Item	Newspaper 1
30	First Aid Spray	No Item	No Item	Green Herb
31	Newspaper 3	Newspaper 3	No Item	Newspaper 3
32	Magnum Revolver S. Loader	Magnum Revolver S. Loader	Magnum Revolver S. Loader	Stick
33	Gray Chemical Bottle	Gray Chemical Bottle	Gray Chemical Bottle	Gray Chemical Bottle
34	Green Herb	Green Herb	Shotgun Rounds	Green Herb
35	Red Herb	Red Herb	No Item	No Item
36	Iron Pipe	Iron Pipe	Iron Pipe	No Item
37	Green Herb	Green Herb	Green Herb	No Item
38	Sub Machine Gun	No Item	Sub Machine Gun	Stun Rod
39	Burst Rounds	Acid Rounds	Burst Rounds	No Item
40	Shotgun Rounds	Shotgun Rounds	Green Herb	Acid Rounds
41	Handgun Rounds	Sub Machine Gun Magazine	Sub Machine Gun Magazine	No Item
42	First Aid Spray	Yellow Chemical Bottle	Yellow Chemical Bottle	Yellow Chemical Bottle

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DOWNTOWN



# ITEM LIST: Downtown CONT.

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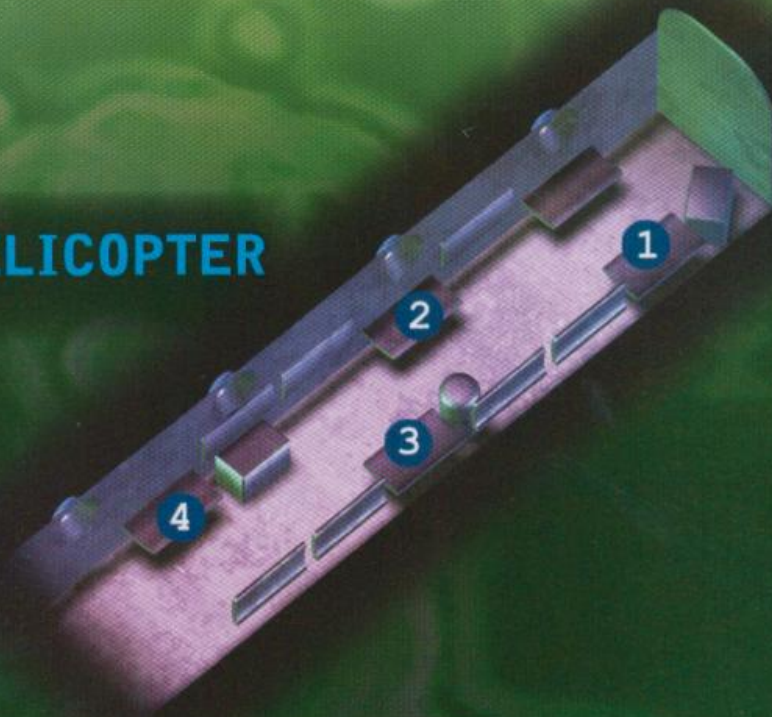
Callout No.	EASY	NORMAL	HARD	VERY HARD
43	No Item	Assault Rifle Magazine	Assault Rifle Magazine	Handgun Rounds
44	Rocket Launcher	Rocket Launcher	Rocket Launcher	Rocket Launcher
45	No Item	No Item	No Item	Magnum Revolver
46	Battery	Battery	Battery	Sub Machine Gun Magazine
47	Green Herb	Green Herb	No Item	No Item
48	Green Herb	Green Herb	Green Herb	Green Herb
49	First Aid Spray	No Item	No Item	Green Herb
50	No Item	First Aid Spray	Green Herb	45 Auto Rounds
51	No Item	No Item	Recovery Medicine	No Item
52	Shotgun Rounds	Handgun Rounds	No Item	Green Herb
53	Magnum Revolver	Magnum Revolver	Magnum Revolver	First Aid Spray
54	Iron Pipe	Iron Pipe	Iron Pipe	Iron Pipe
55	Sub Machine Gun Magazine	Assault Rifle	Assault Rifle	Curved Iron Pipe
56	No Item	No Item	First Aid Spray	No Item
57	First Aid Spray	First Aid Spray	No Item	No Item
58	First Aid Spray	First Aid Spray	No Item	No Item
59	Red Herb	No Item	No Item	No Item
60	Red Herb	No Item	No Item	No Item
61	No Item	No Item	No Item	Green Herb
62	Blue Herb	No Item	No Item	No Item
63	Green Herb	Green Herb	Green Herb	Green Herb
64	Blue Herb	Blue Herb	Blue Herb	Assault Rifle Magazine
65	First Aid Spray	First Aid Spray	Recovery Medicine	Gray Chemical Bottle
66	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds	Yellow Chemical Bottle
67	Green Herb	Green Herb	No Item	No Item
68	First Aid Spray	No Item	Green Herb	No Item
69	Stun Rod	No Item	Sub Machine Gun	No Item
70	No Item	Iron Pipe	Iron Pipe	Assault Rifle

# ITEM LIST: Helicopter

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Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Magnum Revolver Rounds	Magnum Revolver Rounds	Magnum Revolver Rounds	No Item
2	Shotgun	Shotgun	Shotgun	Shotgun
3	First Aid Spray	First Aid Spray	Green Herb	Recovery Medicine
4	Survival Knife	Survival Knife	No Item	Survival Knife

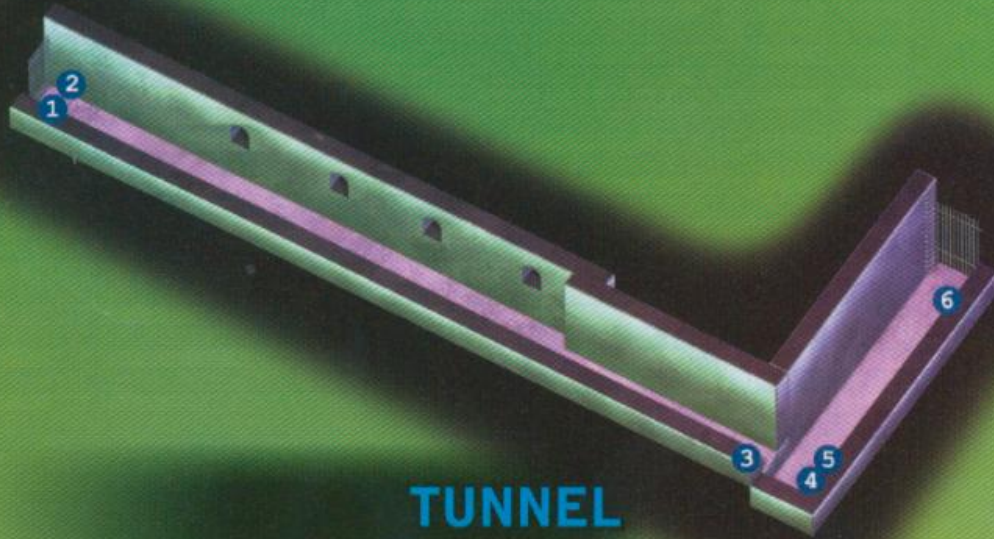
## HELICOPTER





# ITEM LIST: Tunnel

Callout No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Green Herb	Green Herb
2	No Item	Blue Herb	Blue Herb	Sub Machine Gun
3	Sub Machine Gun	Sub Machine Gun	No Item	No Item
4	Green Herb	No Item	Green Herb	No Item
5	Red Herb	Red Herb	No Item	Battery
6	Newspaper 2	Handgun Rounds	No Item	No Item



## TUNNEL

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## OBJECTIVES: Urban Area



Defeat or evade the Super Tyrant.zz



Find Linda in the Apple Inn Front Lobby.



Carry Linda to the Helicopter before Rodriguez takes off.



If the chopper leaves without you, lead Linda to the office building rooftop.



Defeat Nyx.



Lead Linda to the transport truck.

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## Point of Resumption

The player characters start the third leg of the scenario at one of two points on the map, depending on events that occurred in the Water Treatment Plant. If the player character was washed away with Linda because the Tyrant was still active, then play resumes inside the Tunnel.



*The Tunnel should be familiar to veterans of the original Resident Evil Outbreak.*



*The Main Street South area is the starting point for players who emerge from the North Waterway of the plant.*

If the player characters had to use the Valve Handle to escape from the Water Treatment plant, the ladder from the North Waterway emerges at the Main Street South area.

Though the objectives remain the same, the path varies slightly depending on what starting point players resume the scenario at following the flood in the Water Treatment Plant. Both paths are described in general terms below.

## Proceeding from the Tunnel

Navigate to the north end of the Tunnel and climb out to the street area called "In Front of Apple Inn". A sniper shoots Linda. Crawling, she manages to make it inside the Apple Inn.

While avoiding the sniper's shots as best as possible, enter the Apple Inn Front Lobby, approach Linda, and press the  $\otimes$  button to carry her. Lead her north up the street to the east door. The objective is to lead her to the chopper, which is parked on Main Street North.



*Rescuing a wounded Linda is the focus of this portion of the scenario.*



*Linda waits for rescue in the Apple Inn Front Lobby.*

The sniper continues to fire at Linda and the player character holding her. Plus, the street is full of claymore mines that detonate when someone steps within range. Try to spot the claymore, which is a tiny black box on the ground. Use the maps in the following section to help determine where claymore mines are located. If a claymore is simply unavoidable, the best option is to detonate it with gunfire (a Shotgun blast works best). Additional claymores and zombies continue to thwart efforts to rescue Linda while carrying her through the Construction Site and Under the Highway Overpass areas.



*Avoid claymores and sniper shots while navigating up the street and through the Construction Site.*



*Open the trunk of an abandoned car on the street under the highway overpass to obtain a **Rocket Launcher**. Save this weapon for use against boss monsters!*

## Proceeding from Main Street South



*When trying to leave Main Street South, the Tyrant R emerges from the waterworks and transforms.*

Head north from the manhole to a gap in the large debris pileup. The Tyrant R appears and attacks. The creature follows player characters throughout the Urban Area unless it is defeated. Follow the Tyrant R strategy detailed in this section to stop the creature.

The chopper is parked at the top of Main Street North. Enter the chopper and speak to the pilot, Rodriguez, to score additional points on the Event Checklist and procure some additional supplies as well. Exit the chopper, head to the northeast end of Main Street North, and cross the Footbridge to the alley called "Behind the Residential Area". Upon reaching this location, a brief scene occurs in which a sniper shoots Linda; she manages to reach safety inside the Apple Inn Front Lobby.



*Speak to Rodriguez inside the chopper to score additional Event Checklist points.*

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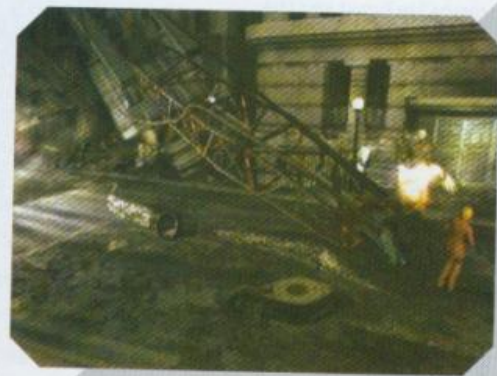


## TYRANT R

The easiest way to defeat the Tyrant R is to use the Bomb Switch from the Water Treatment Plant. To activate the Tyrant R's self-destruct mechanism, equip the Bomb Switch and hold the R1 button. Then hold the  button for two seconds while at very close range to the monster. If the Bomb Switch is close enough to the Tyrant R, it emits a small buzzing sound. After two seconds, the bomb explodes and Tyrant R falls dead. The only trick is to try and get behind the monster, and hope that an ally can keep the creature distracted long enough that the Bomb Switch can be activated for a full two seconds.



If the Urban Area was entered from the Tunnel, then procure the Rocket Launcher from the car in the area under the highway overpass and use it to significantly damage—if not kill—the Tyrant R. Otherwise, wait for the monster to charge or attempt an attack. Avoid its attack, run behind it and attack from its rear. Repeat this pattern until the creature falls unconscious.



Search near the corpse of the dead U.S. operative in the alley to find a **Mine Detector**.

When equipped, this device emits a high-pitched sound when a claymore mine is nearby. The signal grows louder and faster depending on the range. Fire at unavoidable claymores from a distance to detonate them. Work your way down the alley with the

Mine Detector equipped and avoid

or set off claymores as needed. Navigate through the Zombie-infested Office Building Warehouse to the Office Building 1F area.

The chances of carrying Linda to the chopper before the countdown ends are better in Easy mode. Play the scenario at the lowest setting when looking to add this item to the Event Checklist of the scenario.



Try to get Linda inside the chopper parked at Main Street North before the countdown elapses.

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Search the dead soldier's corpse at Behind the Residential Area to find the **Mine Detector**. Use this device to hear warnings of mine proximity.

## Claymore Locations

Easy mode

## Countdown to Takeoff

Upon entering the Office Building 1F area, a countdown begins. The amount of time varies depending on the difficulty mode. When the timer reaches zero, a "WARNING!" message flashes on-screen for another 30 seconds. If the player character makes it to the chopper on time (which is not likely unless Linda is left behind), then the scenario is complete.





## VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	4000~9000	5000~10000	6000~11000	7000~12000
Network	5000~10000	6000~11000	7000~12000	8000~13000

## ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Kick	140~210	380~500	480~680	640~780
Stomp Attack	50~85	100~170	200~340	400~540
Direct Attack	60~95	150~220	250~320	350~420
Turning Punch	180~250	400~450	500~550	600~650
Dash Claw	250~320	450~480	500~540	600~640
Swinging, 1st Hit	200~250	400~450	500~550	600~650
Swinging, 2nd Hit	300~370	550~620	600~740	700~840
Mega Slash	1000	Instant Death	Instant Death	Instant Death

### Normal mode



### Very Hard mode



### Hard mode



### Tyrant Reborn

Depending on the starting point at which the player begins the third stage, the Tyrant R appears and follows the player characters from area to area. If the player character enters the Urban Area at Main Street South, the Tyrant R appears right away. If the player starts at the Urban Area stage at the Tunnel, then the Tyrant R appears when the player enters the "Behind the Residential Area" location. The Tyrant R additionally hampers efforts to carry Linda to the chopper at Main Street North.



*The Tyrant R is much easier to confront in areas free of claymore mines.*





## NYX

Hop into the back of the nearby transport truck to procure a Rocket Launcher. Then leap out and attack Nyx with other weapons until it falls to one knee in pain. Move to the front side of the creature, equip the Rocket Launcher and fire at the open weak spot on its abdomen to annihilate the monster.



While fighting the monster, it is important to maintain medium distance from the creature at all times to avoid its most deadly attacks. Getting a foot entangled by the tentacles extending from the monster's feet is merely a prelude to a swinging arm attack or an absorption attack. If killed by Nyx, the creature appears to absorb the player character!



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## Left Behind

If Rodriguez took off before the chopper was boarded in time, then player characters must navigate to the top of the Office Building and take on yet another boss to complete the scenario. When moving through the corridor of Office Building 1F, a Zombie breaks through the sealed door in the center of the passage. Enter the stairwell and ascend several flights up to the rooftop. Zombies appear continuously in this passage, so reach the rooftop as quickly as possible. Continue carrying Linda the whole way.

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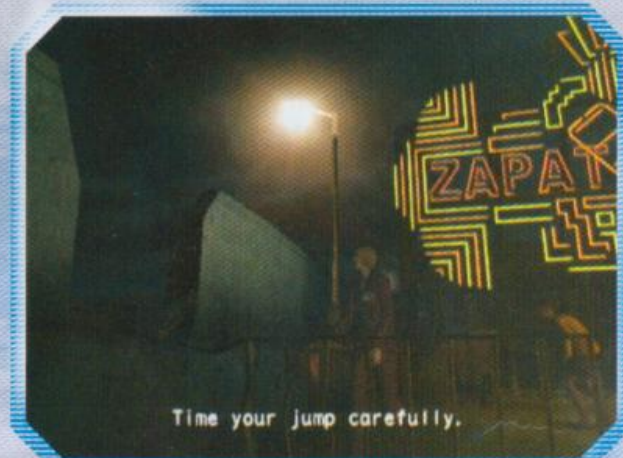
DESPERATE TIMES

END OF THE ROAD



A Zombie breaks through the door in the Office Building 1F corridor, directly across from the location of the **Map**. Enter this new area and ascend the stairs to the rooftop.

On the office building rooftop, navigate to the west end and examine the gap in the rail to begin a jump. The character backs up a few steps, then begins running toward the edge. Press the **X** button the instant the character reaches the edge to leap the gap. If the **X** button was pressed with the best timing, the character climbs up the other side immediately. If not, the character may be left hanging from the edge. Appeal to other player characters or AIPs to aid in climbing up. Otherwise, hold **□** and rapidly tap **X** to make the character pull him or her self up onto the ledge.



Examine the ledge of the building to begin a precision jump.



## VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	5400	6400	7200	7400
Net	6800	8500	10000	12000

## ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Flesh	140~170	180~210	220~250	280~310
Foot Tentacle	10~30	20~40	100~170	150~220
Back Tentacle	100~120	160~240	260~320	300~380
Arm Swinging	120~150	250~280	300~330	450~480
Absorption Attack Initial	450~700	700~930	800~1150	840~1350
Absorption Attack Loop	100~170	150~220	200~270	300~550

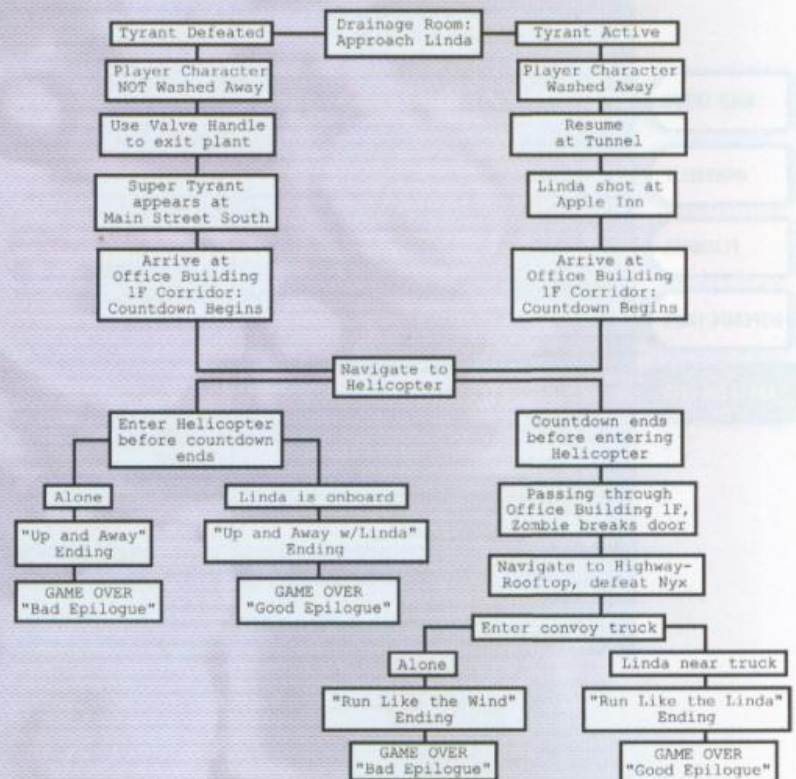
## Board the Truck

After defeating the nightmarish Nyx, return to the gap between the highway and the rooftop. Examine the white board and choose the option to create a ramp between the rooftop and the highway. Then carry Linda up the ramp and toward the transport truck on the highway. Wait until Linda reaches the back end of the truck, then climb in to complete the scenario.



Examine the board at the edge of the highway near the rooftop to create a ramp bridge between the two structures, so that Linda can finally be led to safety.

## Ending Flowchart





## "END OF THE ROAD" COMPLETE EVENT CHECKLIST

No.	Item	Restriction	Rank
1	Used MO disk (code A).	Individual	30
2	Used MO disk (code B).	Individual	40
3	Opened electromagnetic shutter.	Individual	20
4	Opened shutter 1 with passcode.	Individual	20
5	Opened shutter 2 with passcode.	Individual	20
6	Pried duct cover with crowbar.	Individual	20
7	Used dummy grenade.	Individual	40
8	Killed all Hunter μ s.	Every human in room.	20
9	Saw "Finding Linda" scene.	Individual	20
10	Destroyed crate in exp chamber.	Everyone	30
11	Activated water flow.	Only PC that activated.	30
12	Put hole in floor in fldgt room.	Everyone	20
13	Processed valve handle.	Individual	20
14	Saw "The Noose Tightens" scene.	Everyone	20
15	Saw "Brutality of Tyrant" scene.	Everyone	20
16	Blew up Tyrant.	Individual	30
17	Blew up Tyrant R.	Individual	40
18	Located mines with detector.	Individual	20
19	Blew up Nyx.	Individual	50
20	Defeated Nyx.	Everyone	40
21	Saw "Up and Away" scene.	Person seeing demo.	30
22	Saw "Up and Away w/Linda" scene.	Person seeing demo.	40
23	Saw "Run Like the Wind" scene.	Person seeing demo.	30
24	Saw "Run Like the Linda" scene.	Person seeing demo.	40
25	Linda survived.	Everyone	50
26	Spoke with Linda in exam room.	Individual	20
27	Spoke with Carter in exprmnt rm.	Individual	30
28	Spoke with Rodriguez in chopper.	Individual	30
29	Used examination room key.	Individual	20
30	Used ID card Lv1.	Individual	20
31	Used ID card Lv2.	Individual	20
32	Obtained "Internal memo."	Individual	10
33	Obtained "Settings screen."	Individual	10
34	Obtained "Experiment file."	Individual	10
35	Obtained "Researcher's journal."	Individual	10
36	Obtained "Memo to Carter."	Individual	10
37	Obtained "Memo scrap."	Individual	10
38	Obtained "CTS manual."	Individual	10
39	Obtained "Written orders."	Individual	10
40	Obtained "Reagent file."	Individual	10
41	Obtained "Exprmnt participants."	Individual	10
42	Obtained "Delivery permit."	Individual	10
43	Obtained "Raccoon Today."	Individual	10
44	Obtained "Daily Raccoon."	Individual	10
45	Obtained "Money Scoop."	Individual	10





## Notes for Easy, Hard and Very Hard Modes

In Hard mode, the Bomb Switch is located at the west end of Maintenance Passage 2, near the stairs blocked off by debris. In Very Hard mode, the Bomb Switch is located in the Floodgate Control Room, behind the crates. If the crates are pushed before the item is procured, the chance to obtain the item is lost.

### "END OF THE ROAD" CLEAR TIME RANKING - SINGLE

Mode	EASY		NORMAL		HARD		VERY HARD	
Ending	Helicopter END	Truck END	Helicopter END	Truck END	Helicopter END	Truck END	Helicopter END	Truck END
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:18:00~	00:20:00~	00:18:00~	00:20:00~	00:20:00~	00:22:00~	00:20:00~	00:23:00~
B	00:20:00~	00:25:00~	00:20:00~	00:25:00~	00:22:00~	00:27:00~	00:22:00~	00:28:00~
C	00:30:00~	00:40:00~	00:30:00~	00:40:00~	00:32:00~	00:42:00~	00:32:00~	00:43:00~
D	00:40:00~	01:00:00~	00:40:00~	01:00:00~	00:42:00~	01:00:00~	00:42:00~	01:00:00~
E	01:20:00~	01:30:00~	01:20:00~	01:30:00~	01:20:00~	01:30:00~	01:20:00~	01:30:00~

### "END OF THE ROAD" CLEAR TIME RANKING - NETWORK (DVD)

Mode	EASY		NORMAL		HARD		VERY HARD	
Ending	Helicopter END	Truck END	Helicopter END	Truck END	Helicopter END	Truck END	Helicopter END	Truck END
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:32:00~	00:35:00~	00:32:00~	00:35:00~	00:32:00~	00:35:00~	00:32:00~	00:35:00~
B	00:36:00~	00:40:00~	00:36:00~	00:40:00~	00:36:00~	00:40:00~	00:36:00~	00:40:00~
C	00:40:00~	00:50:00~	00:40:00~	00:50:00~	00:40:00~	00:50:00~	00:40:00~	00:50:00~
D	00:50:00~	01:00:00~	00:50:00~	01:00:00~	00:50:00~	01:00:00~	00:50:00~	01:00:00~
E	01:20:00~	01:30:00~	01:20:00~	01:30:00~	01:20:00~	01:30:00~	01:20:00~	01:30:00~

### "END OF THE ROAD" CLEAR TIME RANKING - NETWORK (HDD)

Mode	EASY		NORMAL		HARD		VERY HARD	
Ending	Helicopter END	Truck END	Helicopter END	Truck END	Helicopter END	Truck END	Helicopter END	Truck END
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:29:00~	00:31:00~	00:29:00~	00:31:00~	00:29:00~	00:32:00~	00:29:00~	00:31:00~
B	00:33:00~	00:37:00~	00:33:00~	00:37:00~	00:33:00~	00:37:00~	00:33:00~	00:37:00~
C	00:37:00~	00:47:00~	00:37:00~	00:47:00~	00:37:00~	00:47:00~	00:37:00~	00:47:00~
D	00:45:00~	01:00:00~	00:45:00~	01:00:00~	00:45:00~	01:00:00~	00:45:00~	01:00:00~
E	01:20:00~	01:30:00~	01:20:00~	01:30:00~	01:20:00~	01:30:00~	01:20:00~	01:30:00~

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# ELIMINATION & SHOWDOWN

As the main scenarios are completed, new bonus mode scenarios become unlocked in the Collection menu that can then be purchased by spending the required number of ranking points. Begin an Elimination or Showdown run by selecting them from the Scenario Select menu. Elimination and Showdown can be played online and offline.

Scenario	Unlocking Condition
Elimination 1	Clear 2 of the main scenarios.
Elimination 2	Clear 4 of the main scenarios.
Elimination 3	Clear Elimination 1 or Elimination 2.
Showdown 1	Clear 3 of the main scenarios.
Showdown 2	Clear all 5 main scenarios, or End of the Road: Defeat Nyx.
Showdown 3	Clear Showdown 1 or Showdown 2.

## Elimination

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### ELIMINATION

In Elimination mode, player characters fight the clock, fight enemies and fight over the meager supply of weapons offered. Rooms from various stages are combined into a single stage. The effect of walking through a door is like

"warping" to a room of another stage. However, the destination of each door is set, so maps are provided to aid in navigation.



In Single Play mode, one player character must survive Elimination alone without the help of AIPCs. In Network mode, players can join up and play together. Infinity Mode and Nightmare Mode can be turned on in Elimination mode.



Each area contains enemies. Each defeated enemy is worth 10 points and a note on the Event Checklist. Eliminating all enemies is worth 50 additional bonus points. Some enemies include zombie player characters. Oddly, your player character may end up killing himself or herself!



Kill as many enemies as possible within the 30-minute time limit using the meager weapons and ammunition supplied. The items appearing in each room are fixed during Single Play mode, yet different depending on the difficulty selected. In Network mode, items are randomly determined.



In Elimination 2, there are some vine-like enemies called "Twist Uppers" that appear at the Suspension Bridge and Hospital Back Gate areas. These foes, which cannot be destroyed, serve merely as traps that can be easily avoided.

In Elimination 3, claymore mines are set in the B2F Passage, the Drainage Area and the Stairwell from "End of the Road". Grab the Mine Detector located near the starting point in J's Bar to help prevent major character damage.





## "ELIMINATION 1" CLEAR TIME RANKING—SINGLE

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:18:00~	00:18:00~	00:20:00~	00:20:00~
B	00:19:00~	00:19:00~	00:21:00~	00:21:00~
C	00:21:00~	00:21:00~	00:23:00~	00:23:00~
D	00:24:00~	00:24:00~	00:26:00~	00:26:00~
E	00:28:00~	00:28:00~	00:28:00~	00:28:00~

## "ELIMINATION 1" CLEAR TIME RANKING—NETWORK (DVD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:06:00~	00:06:00~	00:08:00~	00:08:00~
B	00:08:00~	00:08:00~	00:10:00~	00:10:00~
C	00:12:00~	00:12:00~	00:14:00~	00:14:00~
D	00:18:00~	00:18:00~	00:20:00~	00:20:00~
E	00:25:00~	00:25:00~	00:27:00~	00:27:00~

## "ELIMINATION 1" CLEAR TIME RANKING—NETWORK (HDD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:05:40~	00:05:40~	00:07:40~	00:07:40~
B	00:07:40~	00:07:40~	00:09:40~	00:09:40~
C	00:11:40~	00:11:40~	00:13:40~	00:13:40~
D	00:18:00~	00:18:00~	00:20:00~	00:20:00~
E	00:25:00~	00:25:00~	00:27:00~	00:27:00~

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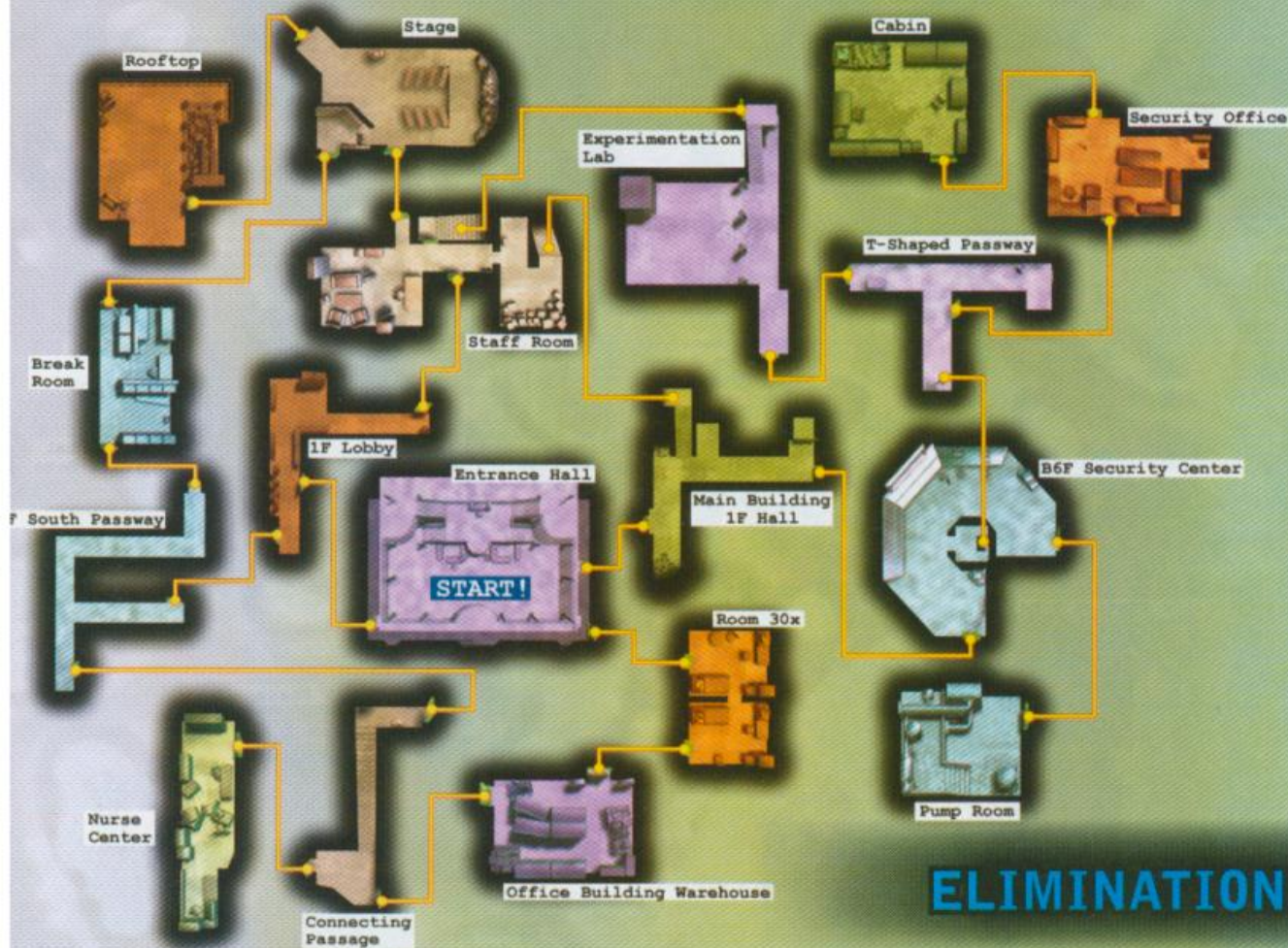
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## "ELIMINATION 2" CLEAR TIME RANKING—SINGLE

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:18:00~	00:18:00~	00:20:00~	00:25:00~
B	00:20:00~	00:20:00~	00:22:00~	00:25:30~
C	00:24:00~	00:24:00~	00:24:00~	00:26:00~
D	00:26:00~	00:26:00~	00:26:00~	00:27:00~
E	00:28:00~	00:28:00~	00:28:00~	00:28:00~

## "ELIMINATION 2" CLEAR TIME RANKING—NETWORK (DVD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:12:00~	00:12:00~	00:12:00~	00:12:00~
B	00:14:00~	00:14:00~	00:14:00~	00:14:00~
C	00:18:00~	00:18:00~	00:18:00~	00:18:00~
D	00:22:00~	00:22:00~	00:22:00~	00:22:00~
E	00:26:00~	00:26:00~	00:26:00~	00:26:00~

## "ELIMINATION 2" CLEAR TIME RANKING—NETWORK (HDD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:11:40~	00:11:40~	00:11:40~	00:11:40~
B	00:13:40~	00:13:40~	00:13:40~	00:13:40~
C	00:17:40~	00:17:40~	00:17:40~	00:17:40~
D	00:22:00~	00:22:00~	00:22:00~	00:22:00~
E	00:26:00~	00:26:00~	00:26:00~	00:26:00~

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**ELIMINATION 2**



## "ELIMINATION 3" CLEAR TIME RANKING—SINGLE

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:20:00~	00:20:00~	00:22:00~	00:22:00~
B	00:21:00~	00:21:00~	00:23:00~	00:23:00~
C	00:23:00~	00:23:00~	00:25:00~	00:25:00~
D	00:25:00~	00:25:00~	00:27:00~	00:27:00~
E	00:27:00~	00:27:00~	00:29:00~	00:29:00~

## "ELIMINATION 3" CLEAR TIME RANKING—NETWORK (DVD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:12:00~	00:12:00~	00:14:00~	00:14:00~
B	00:15:00~	00:15:00~	00:17:00~	00:17:00~
C	00:18:00~	00:18:00~	00:20:00~	00:20:00~
D	00:22:00~	00:22:00~	00:24:00~	00:24:00~
E	00:26:00~	00:26:00~	00:28:00~	00:28:00~

## "ELIMINATION 3" CLEAR TIME RANKING—NETWORK (HDD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:11:40~	00:11:40~	00:13:40~	00:13:40~
B	00:14:40~	00:14:40~	00:16:40~	00:16:40~
C	00:17:40~	00:17:40~	00:19:40~	00:19:40~
D	00:22:00~	00:22:00~	00:24:00~	00:24:00~
E	00:26:00~	00:26:00~	00:28:00~	00:28:00~

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# Showdown

Showdown mode is a kind of "boss-rush" mode in which players move from one boss fight to the next in direct succession. Bosses that appear in Showdown mode hail from the original *Resident Evil Outbreak* as well as *File #2*.



In Single Play mode, one player character must survive Showdown alone without the help of AIPCs. In Network mode, players can join up and fight together. Infinity Mode and Nightmare Mode can be turned on in Showdown Mode.



Finally, please note that Rocket Launchers in Showdown Mode are one-hit kill weapons, inflicting 9999 points of damage. Unlike the main scenarios, monsters do not persist following this attack. Save Rocket Launchers found in earlier boss battle zones for use against the final monster of a series.

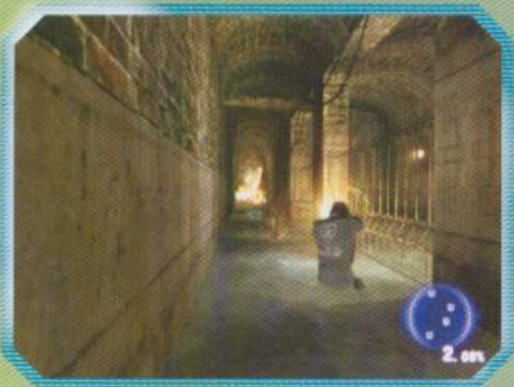


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Fighting the bosses in situations that are isolated from the rest of the scenario is quite a bit more difficult. Without the chance to amass weapons and ammunition before the boss fight, player characters must gather and make proper use of the weapons and items provided. Strong weapons provided during the first few boss fights must be collected and conserved for use against the more difficult bosses appearing at the end of each scenario.



## Boss Monster Appearances

**SHOWDOWN 1:** G Mutant, Giant Leech, Suspen-Dead, Thanatos, Thanatos R

**SHOWDOWN 2:** Zombie Elephant (Titan), Male Zombie Lion (Stalker), Giga Bite, Tyrant R, Nyx

**SHOWDOWN 3:** G Mutant, Giant Leech, Suspen-Dead, Thanatos, Thanatos-R, Zombie Elephant (Titan), Male Zombie Lion (Stalker), Giga Bite, Tyrant R, Nyx, Tyrant C



## MUTATOR

The G Mutant is not a particularly fast boss, but the eggs covering its backside explode when player characters approach too closely. This makes it difficult to attack the G Mutant with melee weapons. However, due to the limited resources during this first battle, it is imperative to try. Pre-armed characters such as Mark, Kevin and Alyssa fare better in this battle than others. When playing as any other character, use the Handgun and Shotgun typically found in the area to attack the monster. If better weaponry is found (in harder modes), collect them and hang on to them for use against tougher bosses.



Small embryos drop from the giant mutant, attach themselves to a player character and cause several hits of damage. Although these creatures are easy to stomp on and squash with a low kick attack, holstering weapons during this intense battle is not wise. Blast one or more of these creatures as they scuttle up, and attack the G Mutant as soon as possible.

### VITALITY POINTS: Mutator

Mode	EASY	NORMAL	HARD	VERY HARD
Single	5000	6800	7400	9000
Network	5600	7800	8800	9900

### ATTACK POWER: Mutator

Attack	EASY	NORMAL	HARD	VERY HARD
Exploding Egg Liquid	60~90	90~130	100~150	110~170
Arm Swing	200~230	500~530	600~630	700~730

### VITALITY POINTS: Mutator Embryo

Mode	EASY	NORMAL	HARD	VERY HARD
Single	20~40	60~80	80~100	120~200
Network	20~40	60~80	80~100	120~200

### ATTACK POWER: Mutator Embryo

Attack	EASY	NORMAL	HARD	VERY HARD
Jumping	30~70	80~100	90~110	100~140

## GIANT LEECH

Load up on weapons and recovery items at the north end of the underpass, then climb into the water and head south to take on the Giant Leech. Search the water for additional items as needed. Avoid the use of melee weapons or tackle attacks against the Giant Leech, since the creature causes high damage by ramming player characters with its immense body and long snout. However, it is worth mentioning that the unarmed attack of any player character causes four times the normal damage against the Giant Leech.



If player characters move too far away from the monster, it loses interest in the pursuit. The Giant Leech then begins searching underwater with its tentacles, striking when it senses the location of its prey. Whenever the monster gives up the pursuit, draw it back to the surface by approaching within a few feet and then try to escape before it rushes forward. It is possible to conserve ammunition by luring the Giant Leech back to the dock at the north end of the area, and eliminate it using low kick attacks. Collect a Grenade Launcher from the water close to the top before defeating the monster.

### VITALITY POINTS: Giant Leech

Mode	EASY	NORMAL	HARD	VERY HARD
Single	4000	5400	6200	6800
Network	5400	6200	6800	7200

### ATTACK POWER: Giant Leech

Attack	EASY	NORMAL	HARD	VERY HARD
Rush	200~250	400~450	500~550	600~650
Pressure	200~250	400~450	500~550	600~650
Tentacle	100~200	250~350	250~400	300~450
Poison Liquid	40~50	80~100	100~120	100~170

### VITALITY POINTS: Leech

Mode	EASY	NORMAL	HARD	VERY HARD
Single	10~20	40~80	80~100	120~200
Network	10~20	40~80	80~100	120~200

### ATTACK POWER: Leech

Attack	EASY	NORMAL	HARD	VERY HARD
Sticky	10~17	20~27	40~47	80~87

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## SUSPEN-DEAD

The lobby is populated with three additional Lickers, who make it difficult to focus on eliminating the boss. Avoid wasting ammo on Lickers by standing at the west end of the lobby. Wait until the creatures congregate at that end, then run around them and attack the boss hanging from the doorway.



The Suspendead's worst attack is a continuous tongue lashing attack, in which the boss extends its tongue and waves it back and forth, causing severe damage with every hit. This attack can be avoided by standing just out of range of the tongue.

Blast the monster with Handguns or Shotguns, or attack it with Iron Pipes or other melee weapons. Avoid trying to use a Grenade Launcher, since the downward arc of the projectile sometimes misses the hanging boss. Whenever the boss begins to scream and shake, cease firing and seek cover. The Suspendead cannot be damaged while shaking. The motion also means it is about to perform its tongue lashing attack. Continue attacking the monster when it hangs limply again.

Conversely, another good strategy is to run past the Suspendead into the corridor, near the exit of the hotel. Not only can't the boss reach you with her tongue, the regular Lickers are unable to make contact either! A Rocket Launcher is located near the front door in the easier difficulty modes. Keep this weapon for use against later bosses.

### VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	2000	3000	3600	4200
Network	2800	3600	4000	4600

### ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Tongue Thrust	100~180	200~340	300~400	400~600
Continuous Tongue Loop	20~35	45~60	50~65	55~70
Continuous Tongue Finish	150~180	160~240	260~320	300~380
Lift Initial	200~350	500~650	550~700	600~750
Lifting Loop	100~150	110~200	110~250	120~300

## THANATOS

Thanatos is a deadly executioner, but for some reason has trouble with stairs. Stay on the stairs and attack it with firearms, especially Grenade Launchers if rounds are still available. In easier modes, the hall is brimming with recovery aids and ammo for previously acquired weapons. Restock and reload before defeating Thanatos. The creature can be avoided for short periods of time by reloading weapons while standing on the stairs or in the upper galley.



### VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	3500~7800	3800~8500	4000~9200	4200~10000
Network	3500~7800	3800~8500	4000~9200	4200~10000

### ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Backhand Blow	220~250	250~280	300~330	450~480
Kick	180~210	250~280	300~330	450~480
Thrust (Instant Death)	2000	2000	2000	2000
Straight Punch	100~200	250~350	300~400	400~600
Direct Attack	160~200	180~220	200~240	260~400

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## THANATOS R

Bringing weapons into this battle is half the battle, since there are no firearms present. Otherwise, best of luck fighting Thanatos R with nothing but melee weapons! Grab ammunition in the area, reload guns and take on Thanatos from the closest range possible. If you have a Rocket Launcher, use it now to deplete some major vitality points.



Otherwise, dodge the monster's attacks and move away. Then turn and fire once or twice until the creature moves to attack. Stay within close range of the monster, or it may start its jumping attacks. Whenever Thanatos-R jumps into the air, look for its shadow to appear on the ground and move a few steps away from the spot. Try to strike immediately after it lands to prevent it from leaping off again. Many of Thanatos' arm attacks can be avoided by performing a tackle or special attack at the moment it attempts to strike.

### VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	3500~7800	3800~8500	4000~9200	4200~10000
Network	3500~7800	3800~8500	4000~9200	4200~10000

### ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Kick	180~210	250~280	300~330	450~480
Arm Swing	120~150	250~280	300~330	450~480
Shaking Arm Blow	300~330	400~440	450~480	500~540
Jump Attack	220~250	380~420	500~530	650~680
Direct Attack	160~200	180~220	200~240	260~400
Dash Attack	100~130	180~220	200~240	260~400



## ZOMBIE ELEPHANT (TITAN)

The Zombie Elephant attacks enemies in its line of sight by stampeding, lashing out with its trunk, or swinging its head in an attempt to gore characters with its tusks. When attacked from behind, the Zombie Elephant stomps its rear legs in an effort to trample people underfoot. Avoid all of these attacks while facing off against this enemy in the Elephant Stage area. Obtain weapons from the sound booth and the stage floor, especially the Newspaper + Bottle combo item if playing as David. Before defeating the creature, collect a Grenade Launcher from this area.



### VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	5800~7200	7800~9000	9500~11000	10800~12000
Network	6800~9500	7500~12000	10600~13000	12000~14000

### ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Trunk Swing	130~160	300~380	400~480	500~580
Lunge	250~400	800~1000	1000~1150	1200~1900
Removal (Instant Death)	2000	2000	2000	2000
Rearing Back Attack	250~280	300~440	450~480	500~540
Rush	360~420	650~740	800~900	1000~1200
Inclined Trunk	160~190	300~380	400~480	500~580
Stomp	90~120	170~210	250~280	300~330

## MALE ZOMBIE LION (STALKER)

The male Zombie Lion is accompanied by a female Zombie Lion in easier modes, and by two females in harder modes. Avoid its pouncing attacks by staying away from its front side. Attack it from the sides with powerful weapons, but avoid getting too close. Otherwise, it may spin around and strike. Try to avoid wasting ammo on the females since the battle ends when the male is defeated.



### VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	4000	5200	6400	7200
Network	7200	8500	9000	10000

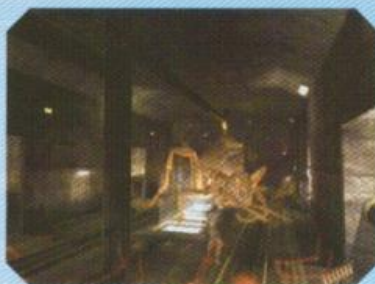
### ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Scratch	100~160	250~350	250~450	400~750
Pounce	180~210	250~350	450~590	600~950
Dismissing Fling (Instant Death)	2000	2000	2000	2000
Direct Attack	100~160	200~280	250~350	300~400
Jumping Off	200~300	250~350	300~400	400~550
Rearing Back Attack	250~280	300~440	450~480	500~540

Find and collect the **Bomb Switch** located in this area when playing "Showdown 3", and hang onto it for future use. Occasionally, the Stalker may leap atop the streetcar platform's cover to escape the jabs and shots of player characters. Use these times to collect and use recovery items or additional ammunition in the area. When the creature leaps back to the ground, resume attacking it until the battle is won.

## GIGA BITE

Lead the additional Mega Bites away from the boss, then navigate around them and attack the Giga Bite. The battle ends when the boss is eliminated. Try to avoid wasting ammo on smaller prey. Occasionally, four Mega Bites roll through the tunnel. Avoid this attack by moving off to the side of the area or position the player character behind one of the columns.



### VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	2000	3800	4500	5200
Network	3000	4200	5000	5800

### ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Direct Attack	50~80	70~100	100~130	150~180
Advancing	180~210	320~390	440~510	600~670
Scratch				

Giga Bite remains stationary throughout most of the battle, making it an easy target. It may crawl forward a few steps and attack with its forward legs; however, this attack can be easily avoided. When playing Showdown 2, procure the **Bomb Switch** that is typically located near the central column before defeating Giga Bite.

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## TYRANT R

The easiest way to defeat the Tyrant R is to use the Bomb Switch. To activate the Tyrant R's self-destruct mechanism, equip the Bomb Switch and hold the R1 button. Then hold the  button for two seconds while at very close range to the monster. When done properly, it emits a small buzzing sound. After two seconds, the bomb bursts and Tyrant R falls dead. The only trick is to try and get behind the monster and avoid the attacks of the creature long enough to set off the bomb.

By all means, use the Bomb Switch to kill the Tyrant R during every attempt, whether playing Showdown 2 or Showdown 3. But before killing the monster, procure plenty of ammunition from the area in all difficulty modes.



### VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	4000~9000	5000~10000	6000~11000	7000~12000
Network	5000~10000	6000~11000	7000~12000	8000~13000

### ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Kick	140~210	380~500	480~680	640~780
Stomp Attack	50~85	100~170	200~340	400~540
Direct Attack	60~95	150~220	250~320	350~420
Turning Punch	180~250	400~450	500~550	600~650
Dash Claw	250~320	450~480	500~540	600~640
Swinging, 1st Hit	200~250	400~450	500~550	600~650
Swinging, 2nd Hit	300~370	550~620	600~740	700~840
Mega Slash	1000	Instant Death	Instant Death	Instant Death

## NYX

Hop into the back of the nearby transport truck to procure a Rocket Launcher. Then leap out and attack Nyx with other weapons until it falls to one knee in pain. Move to the front side of the creature, equip the Rocket Launcher, and fire at the open weak spot on its abdomen. Repeat this process if a second Rocket Launcher was garnered from the Apple Inn Front Lobby in Showdown 2. In Showdown 3, attack and defeat the creature with Handguns and Shotguns, or Grenade Rounds if possible.



While fighting the monster, maintain medium distance from the creature at all times to avoid its most deadly attacks. Getting a foot entangled by the tentacles extending from the monster's feet is merely a prelude to a swinging arm attack or an absorption attack.

### VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	5400	6400	7200	7400
Net	6800	8500	10000	12000

### ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Flesh	140~170	180~210	220~250	280~310
Foot Tentacle	10~30	20~40	100~170	150~220
Back Tentacle	100~120	160~240	260~320	300~380
Arm Swinging	120~150	250~280	300~330	450~480
Absorption Attack Initial	450~700	700~930	800~1150	840~1350
Absorption Attack Loop	100~170	150~220	200~270	300~550

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## TYRANT C

When playing Showdown 3, collect one Rocket Launcher from the Giant Leech boss fight and retain it through the subsequent battles. Defeat Nyx with a Grenade Launcher and other weaponry. The final battle on the R.P.D. Rooftop begins against two Tyrants. Use one Rocket Launcher to defeat one of the Tyrants, then grab a **Magnum Handgun** and use it to inflict major damage on the other monster. Finish off the second Tyrant using other weaponry, such as the readily lit **Molotov Cocktails** by the door.



Moments after the second Tyrant falls, the purple-clad, horned Tyrant C appears. Find the **Rocket Launcher** on the north side of the Rooftop and prepare for the Tyrant C. Use the Rocket Launcher to defeat the final monster, but don't miss!

### VITALITY POINTS

Mode	EASY	NORMAL	HARD	VERY HARD
Single	4000~9000	5000~10000	6000~11000	7000~12000
Network	5000~10000	6000~11000	7000~12000	8000~13000

### ATTACK POWER

Attack	EASY	NORMAL	HARD	VERY HARD
Punch	100~160	250~350	300~400	400~550
Kick	140~210	380~500	480~680	640~780
Jumping Off	0	100	200	300
Double Hammer	800~950	1250~1400	2000~2700	3000
Hook	250~280	400~440	450~480	500~540
Upper	300~340	450~480	500~540	600~640
Stomp Attack	50~85	100~170	200~340	400~540
Turning Punch	180~250	400~450	500~550	600~650



## Showdown 1

### MARSHALLING YARD ITEMS LIST

Network E & N	Network H & VH	Single E & N	Single H & VH
Red Herb	Green Herb	Red Herb	Green Herb
Handgun Rounds	Anti Virus	Handgun Rounds	Anti Virus
Recovery Medicine	Recovery Medicine	Recovery Medicine	Recovery Medicine
Handgun	Handgun	Handgun	Handgun
Blue Herb	Magnum Handgun	Blue Herb	Magnum Handgun
Spear	Blue Herb	Spear	Blue Herb
Burst Handgun	Burst Handgun	Burst Handgun	Burst Handgun
Iron Pipe	Iron Pipe	Iron Pipe	Iron Pipe
Assault Rifle	Assault Rifle	Assault Rifle	Assault Rifle
Battery	Battery	Battery	Battery
Handgun Magazine	Grenade Launcher-Burst Rounds	Handgun Magazine	Grenade Launcher-Burst Rounds
Acid Rounds	Rocket Launcher	Acid Rounds	Rocket Launcher
Green Herb	Newspaper + Bottle	Green Herb	Newspaper + Bottle
Survival Knife	Newspaper + Bottle	Survival Knife	Newspaper + Bottle
Green Herb	Red Herb	Green Herb	Red Herb
Shotgun	Shotgun	Shotgun	Shotgun

### UNDERPASS ENTRANCE ITEMS LIST

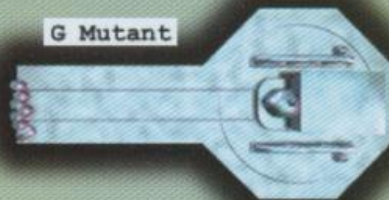
Network E & N	Network H & VH	Single E & N	Single H & VH
Newspaper + Bottle	Acid Rounds	Newspaper + Bottle	Acid Rounds
Blue Herb	No Item	Blue Herb	No Item
Hammer	Survival Knife	Hammer	Survival Knife
Anti Virus	Shotgun Rounds	Anti Virus	Shotgun Rounds
Green Herb	Handgun Rounds	Green Herb	Handgun Rounds
Iron Pipe	Green Herb	Iron Pipe	Green Herb
Handgun Rounds	Green Herb	Handgun Rounds	Green Herb
Red Herb	Red Herb	Red Herb	Red Herb
First Aid Spray	No Item	First Aid Spray	No Item
Green Herb	Magnum Handgun Rounds	Green Herb	Magnum Handgun Rounds
Handgun Magazine	Assault Rifle Magazine	Handgun Magazine	Assault Rifle Magazine
Green Herb	No Item	Green Herb	No Item
Blue Herb	No Item	Blue Herb	No Item
Handgun	No Item	Handgun	No Item
Shotgun Rounds	No Item	Shotgun Rounds	No Item
Grenade Launcher-Burst Rounds	No Item	Grenade Launcher-Burst Rounds	No Item

### APPLE INN FRONT LOBBY ITEMS LIST

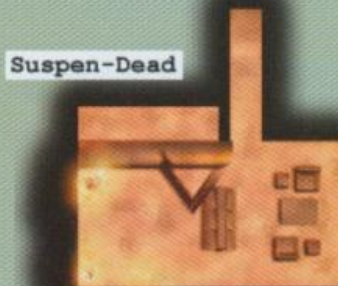
Network E & N	Network H & VH	Single E & N	Single H & VH
Green Herb	No Item	Green Herb	No Item
Newspaper + Bottle	No Item	Newspaper + Bottle	No Item
Rocket Launcher	Survival Knife	Rocket Launcher	Survival Knife
Blue Herb	Shotgun Rounds	Blue Herb	Shotgun Rounds
Handgun Rounds	Handgun Rounds	Handgun Rounds	Handgun Rounds
Anti Virus	No Item	Anti Virus	Assault Rifle Magazine
Green Herb	No Item	Green Herb	No Item
Red Herb	No Item	Red Herb	No Item
Survival Knife	No Item	Survival Knife	No Item
Iron Pipe	No Item	Iron Pipe	No Item
Spear	No Item	Magnum Handgun Magazine	No Item

### ENTRANCE HALL ITEMS LIST

Network E & N	Network H & VH	Single E & N	Single H & VH
Battery	No Item	Battery	No Item
Handgun	No Item	Handgun	No Item
Shotgun Rounds	No Item	Shotgun Rounds	No Item
Assault Rifle Magazine	No Item	Assault Rifle Magazine	No Item
First Aid Spray	Survival Knife	First Aid Spray	Survival Knife
Green Herb	No Item	Green Herb	No Item
Hammer	No Item	Hammer	No Item
Red Herb	No Item	Red Herb	No Item
Handgun Rounds	No Item	Handgun Rounds	No Item
Green Herb	No Item	Green Herb	No Item
Iron Pipe	No Item	Iron Pipe	No Item
No Item	Handgun Rounds	No Item	Handgun Rounds
Survival Knife	Shotgun Rounds	Survival Knife	Shotgun Rounds



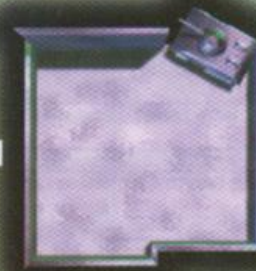
G Mutant



Suspen-Dead



Thanatos



Thanatos R

Note the following abbreviations for all the tables in this section:  
E = Easy; N = Normal; H = Hard; VH = Very Hard

### FRONT SQUARE ITEMS LIST

Network E & N	Network H & VH	Single E & N	Single H & VH
Green Herb	No Item	Green Herb	No Item
First Aid Spray	No Item	Magnum Handgun	No Item
Handgun Magazine	No Item	Handgun Magazine	No Item
Assault Rifle Magazine	No Item	Assault Rifle Magazine	No Item
45 Auto Rounds	No Item	45 Auto Rounds	No Item
Green Herb	No Item	Green Herb	No Item
Red Herb	Survival Knife	Red Herb	Survival Knife
Acid Rounds	Shotgun Rounds	Acid Rounds	Shotgun Rounds
Spear	Handgun Rounds	Spear	Handgun Rounds
Newspaper + Bottle	No Item	Newspaper + Bottle	No Item
Survival Knife	No Item	Survival Knife	No Item
Iron Pipe	No Item	Iron Pipe	No Item
Green Herb	No Item	Green Herb	No Item
Red Herb	No Item	Red Herb	No Item
Blue Herb	No Item	Blue Herb	No Item
Handgun Rounds	No Item	Handgun Rounds	No Item

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## "SHOWDOWN 1" CLEAR TIME RANKING—SINGLE

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:07:00~	00:11:00~	00:10:00~	00:12:00~
B	00:07:30~	00:11:30~	00:10:30~	00:12:30~
C	00:08:30~	00:12:30~	00:11:30~	00:13:30~
D	00:12:00~	00:16:00~	00:15:00~	00:17:00~
E	00:17:00~	00:21:00~	00:20:00~	00:22:00~

## "SHOWDOWN 1" CLEAR TIME RANKING—NETWORK (HDD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:10:00~	00:10:00~	00:12:00~	00:14:00~
B	00:10:30~	00:10:30~	00:12:30~	00:14:30~
C	00:11:30~	00:11:30~	00:13:30~	00:15:30~
D	00:16:00~	00:16:00~	00:17:00~	00:19:00~
E	00:21:00~	00:21:00~	00:22:00~	00:24:00~

## Showdown 2

### ELEPHANT STAGE ITEMS LIST

Network E & N	Network H & VH	Single E & N	Single H & VH
Battery	Battery	Battery	Battery
Red Herb	Battery	Red Herb	Battery
Green Herb	Shotgun Rounds	Green Herb	Shotgun Rounds
Grenade Launcher-Burst Rounds	First Aid Spray	Grenade Launcher-Burst Rounds	First Aid Spray
Assault Rifle	Acid Rounds	Assault Rifle	Acid Rounds
Green Herb	Assault Rifle Magazine	Green Herb	Assault Rifle Magazine
Red Herb	Newspaper + Bottle	Red Herb	Newspaper + Bottle
Handgun Rounds	Newspaper + Bottle	Handgun Rounds	Newspaper + Bottle
Green Herb	Hammer	Green Herb	Hammer
Grenade Launcher-Acid Rounds	Grenade Launcher-Burst Rounds	Grenade Launcher-Acid Rounds	Grenade Launcher-Burst Rounds
Blue Herb	Shotgun	Blue Herb	Shotgun
Iron Pipe	Iron Pipe	Iron Pipe	Iron Pipe
Handgun	Handgun	Handgun	Handgun
Blue Herb	Rocket Launcher	Blue Herb	Rocket Launcher
Green Herb	Assault Rifle	Green Herb	Assault Rifle
Newspaper + Bottle	Handgun Rounds	Newspaper + Bottle	Handgun Rounds

### FRONT GATE ITEMS LIST

Network E & N	Network H & VH	Single E & N	Single H & VH
Burst Handgun	Green Herb	Burst Handgun	Green Herb
First Aid Spray	Blue Herb	First Aid Spray	Blue Herb
Newspaper + Bottle	Red Herb	Newspaper + Bottle	Red Herb
Handgun	Green Herb	No Item	Green Herb
Blue Herb	Blue Herb	Blue Herb	Blue Herb
Burst Rounds	No Item	Burst Rounds	No Item
Shotgun Rounds	Green Herb	Shotgun Rounds	Green Herb
No Item	Red Herb	No Item	Red Herb
Spear	Green Herb	Spear	Green Herb
Iron Pipe	Red Herb	Iron Pipe	Red Herb
Red Herb	Blue Herb	Red Herb	Blue Herb
No Item	Red Herb	No Item	Red Herb
Handgun Rounds	Green Herb	Handgun Rounds	Green Herb
Magnum Handgun	Blue Herb	Magnum Handgun	Blue Herb
Hammer	Red Herb	Hammer	Red Herb
Green Herb	Green Herb	Green Herb	Green Herb

## "SHOWDOWN 1" CLEAR TIME RANKING—NETWORK (DVD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:10:00~	00:10:00~	00:12:00~	00:14:00~
B	00:10:30~	00:10:30~	00:12:30~	00:14:30~
C	00:11:30~	00:11:30~	00:13:30~	00:15:30~
D	00:16:00~	00:16:00~	00:17:00~	00:19:00~
E	00:21:00~	00:21:00~	00:22:00~	00:24:00~

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ELIMINATION

SHOWDOWN



Zombie Elephant



Zombie Lion



Giga Bite



Tyrant R



Nyx



## EAST TUNNEL ITEMS LIST

Network E & N	Network H & VH	Single E & N	Single H & VH
Green Herb	No Item	Green Herb	No Item
Green Herb	Battery	Green Herb	Battery
Spear	Iron Pipe	Spear	Iron Pipe
Bomb Switch	Assault Rifle	Bomb Switch	Assault Rifle
Blue Herb	Battery	Blue Herb	Battery
First Aid Spray	Burst Handgun	First Aid Spray	Burst Handgun
Red Herb	Iron Pipe	Red Herb	Iron Pipe
Hemostat	Bomb Switch	Hemostat	Bomb Switch
Battery	No Item	Battery	No Item
Red Herb	Anti Virus	Red Herb	Anti Virus
Assault Rifle	Iron Pipe	No Item	Iron Pipe
Iron Pipe	Recovery Medicine	Iron Pipe	Recovery Medicine
Assault Rifle Magazine	No Item	Assault Rifle Magazine	No Item
Acid Rounds	Hemostat	Acid Rounds	Hemostat
Shotgun	Iron Pipe	Shotgun	Iron Pipe
Handgun Magazine	Handgun Rounds	Handgun Magazine	Handgun Rounds

## MAIN STREET NORTH ITEMS LIST

Network E & N	Network H & VH	Single E & N	Single H & VH
Blue Herb	Green Herb	Blue Herb	Green Herb
Hammer	Blue Herb	Hammer	Blue Herb
Grenade Launcher-Acid Rounds	Recovery Medicine	Grenade Launcher-Acid Rounds	Recovery Medicine
Spear	Handgun Magazine	Spear	Handgun Magazine
First Aid Spray	Handgun	First Aid Spray	Handgun
Green Herb	Handgun Rounds	Green Herb	Handgun Rounds
Green Herb	First Aid Spray	Green Herb	First Aid Spray
No Item	Red Herb	No Item	Red Herb
Recovery Medicine	Anti Virus	Recovery Medicine	Anti Virus
Handgun Rounds	Green Herb	No Item	Green Herb
Red Herb	Shotgun	Red Herb	Shotgun
Burst Rounds	Red Herb	Burst Rounds	Red Herb
Shotgun Rounds	Green Herb	Shotgun Rounds	Green Herb
Green Herb	Blue Herb	Green Herb	Blue Herb
Magnum Handgun Rounds	Red Herb	Magnum Handgun Rounds	Red Herb
No Item	Grenade Launcher-Burst Rounds	No Item	Grenade Launcher-Burst Rounds

## ROOFTOP; ELEVATED RAILWAY ITEMS LIST

Network E & N	Network H & VH	Single E & N	Single H & VH
Battery	No Item	Battery	No Item
Red Herb	No Item	Red Herb	No Item
First Aid Spray	Survival Knife	First Aid Spray	Survival Knife
Iron Pipe	Handgun Rounds	Iron Pipe	Handgun Rounds
Rocket Launcher	Acid Rounds	Rocket Launcher	Acid Rounds
No Item	Rocket Launcher	No Item	Rocket Launcher
Grenade Launcher-Burst Rounds	Handgun	Grenade Launcher-Burst Rounds	Handgun
Green Herb	No Item	Green Herb	No Item
Survival Knife	Shotgun Rounds	Survival Knife	Shotgun Rounds
Handgun Rounds	No Item	Handgun Rounds	No Item
Green Herb	No Item	Green Herb	No Item
Hammer	No Item	Hammer	No Item
Assault Rifle Magazine	No Item	Assault Rifle Magazine	No Item
Green Herb	No Item	Green Herb	No Item

## "SHOWDOWN 2" CLEAR TIME RANKING—SINGLE

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:13:00~	00:16:00~	00:18:00~	00:20:00~
B	00:13:30~	00:16:30~	00:18:30~	00:20:30~
C	00:14:30~	00:17:30~	00:19:30~	00:21:30~
D	00:18:00~	00:21:00~	00:23:00~	00:25:00~
E	00:23:00~	00:26:00~	00:28:00~	00:30:00~

## "SHOWDOWN 2" CLEAR TIME RANKING—NETWORK (DVD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:14:00~	00:14:00~	00:16:00~	00:18:00~
B	00:14:30~	00:14:30~	00:16:30~	00:18:30~
C	00:15:30~	00:15:30~	00:17:30~	00:19:30~
D	00:19:00~	00:19:00~	00:21:00~	00:23:00~
E	00:24:00~	00:24:00~	00:26:00~	00:28:00~

## "SHOWDOWN 2" CLEAR TIME RANKING—NETWORK (HDD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:14:00~	00:14:00~	00:16:00~	00:18:00~
B	00:14:30~	00:14:30~	00:16:30~	00:18:30~
C	00:15:30~	00:15:30~	00:17:30~	00:19:30~
D	00:19:00~	00:19:00~	00:21:00~	00:23:00~
E	00:24:00~	00:24:00~	00:26:00~	00:28:00~

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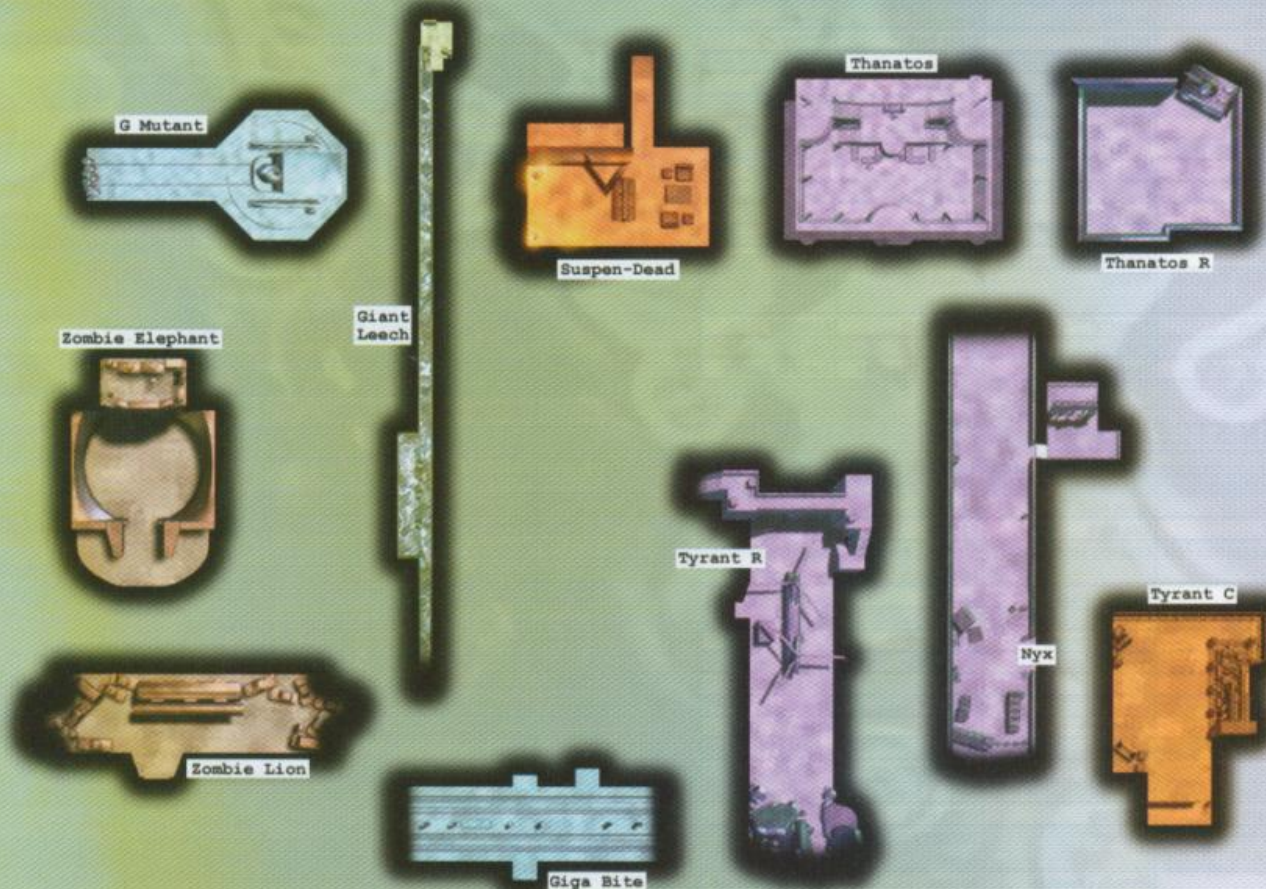
NETWORK PLAY MODE

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## Showdown 3



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### MARSHALLING YARD ITEMS LIST

Single E & N	Single H & VH
Handgun	Handgun
Handgun Magazine	Handgun Magazine
Shotgun	Shotgun
Green Herb	Green Herb
Survival Knife	Survival Knife
Red Herb	Red Herb
Handgun Rounds	Handgun Rounds
Recovery Medicine	Recovery Medicine
Battery	Battery
Blue Herb	Blue Herb
Blue Herb	Blue Herb
Burst Handgun	Burst Handgun
Green Herb	Green Herb
Magnum Handgun	Magnum Handgun
Green Herb	Green Herb

### UNDERPASS ENTRANCE ITEMS LIST

Single E & N	Single H & VH
Handgun	Handgun
Shotgun Rounds	Shotgun Rounds
Rocket Launcher	Rocket Launcher
Newspaper + Bottle	Newspaper + Bottle
First Aid Spray	First Aid Spray
Hammer	Hammer
Anti Virus	Anti Virus
Green Herb	Green Herb
Iron Pipe	Iron Pipe
Handgun Rounds	Handgun Rounds
Acid Rounds	Acid Rounds
First Aid Spray	First Aid Spray
Green Herb	Green Herb
Handgun Magazine	Handgun Magazine
Red Herb	Red Herb
Blue Herb	Blue Herb

### APPLE INN FRONT LOBBY ITEMS LIST

Single E & N	Single H & VH
Green Herb	Green Herb
Red Herb	Red Herb
Grenade Launcher-Burst Rounds	Grenade Launcher-Burst Rounds
Iron Pipe	Iron Pipe
Handgun	Handgun
Green Herb	Green Herb
Newspaper + Bottle	Newspaper + Bottle
Battery	Battery
Blue Herb	Blue Herb
Handgun Rounds	Handgun Rounds
Anti Virus	Anti Virus

### ENTRANCE HALL ITEMS LIST

Single E & N	Single H & VH
Survival Knife	Survival Knife
Assault Rifle	Assault Rifle
First Aid Spray	First Aid Spray
Handgun	Handgun
Shotgun Rounds	Shotgun Rounds
No Item	Lighter
Green Herb	Green Herb
Red Herb	Red Herb
Handgun Rounds	Handgun Rounds
Green Herb	Green Herb
Magnum Handgun	Magnum Handgun
Magazine	Magazine
Iron Pipe	Iron Pipe
Lighter	No Item
Battery	Battery

### ELEPHANT STAGE ITEMS LIST

Single E & N	Single H & VH
Handgun Rounds	Handgun Rounds
Green Herb	Green Herb
Grenade Launcher-Burst Rounds	Grenade Launcher-Burst Rounds
Iron Pipe	Iron Pipe
Battery	Battery
Green Herb	Green Herb
Spear	Spear
Assault Rifle	Assault Rifle
Green Herb	Green Herb
Red Herb	Red Herb
Handgun	Handgun
Blue Herb	Blue Herb
Green Herb	Green Herb
First Aid Spray	First Aid Spray

### EAST TUNNEL ITEMS LIST

Single E & N	Single H & VH
Magnum Handgun Rounds	Magnum Handgun Rounds
Acid Rounds	Acid Rounds
Shotgun	Shotgun
Handgun Magazine	Handgun Magazine
Green Herb	Green Herb
Green Herb	Green Herb
Spear	Spear
Battery	Battery
Red Herb	Red Herb
Iron Pipe	Iron Pipe
Blue Herb	Blue Herb
First Aid Spray	First Aid Spray
Red Herb	Red Herb
Hemostat	Hemostat

ELIMINATION

SHOWDOWN



## FRONT GATE ITEMS LIST

Single E & N	Single H & VH
Hammer	Hammer
Green Herb	Green Herb
Handgun	Handgun
Burst Rounds	Burst Rounds
Shotgun Rounds	Shotgun Rounds
Handgun Rounds	Handgun Rounds
Spear	Spear
Bomb Switch	Bomb Switch
Red Herb	Red Herb
First Aid Spray	First Aid Spray
Newspaper + Bottle	Newspaper + Bottle

## FRONT SQUARE ITEMS LIST

Single E & N	Single H & VH
Spear	Spear
Newspaper + Bottle	Newspaper + Bottle
Survival Knife	Survival Knife
Iron Pipe	Iron Pipe
Green Herb	Green Herb
Handgun Magazine	Handgun Magazine
Scrub Brush	Scrub Brush
Red Herb	Red Herb
Blue Herb	Blue Herb
Handgun Rounds	Handgun Rounds
45 Auto Rounds	45 Auto Rounds
Green Herb	Green Herb
Acid Rounds	Acid Rounds

## MAIN STREET NORTH ITEMS LIST

Single E & N	Single H & VH
Grenade Launcher-Acid Rounds	Grenade Launcher-Acid Rounds
Spear	Spear
First Aid Spray	First Aid Spray
Green Herb	Green Herb
Shotgun Rounds	Shotgun Rounds
Green Herb	Green Herb
Magnum Handgun Rounds	Magnum Handgun Rounds
Red Herb	Red Herb
Burst Rounds	Burst Rounds
Green Herb	Green Herb
Blue Herb	Blue Herb
Hammer	Hammer
Recovery Medicine	Recovery Medicine

## ROOFTOP ITEMS LIST

Single E & N	Single H & VH
Magnum Handgun	Magnum Handgun
Handgun	Handgun
Green Herb	Green Herb
Green Herb	Green Herb
Burst Rounds	Burst Rounds
Molotov Cocktail	Molotov Cocktail
Spear	Spear
Iron Pipe	Iron Pipe
Hammer	Hammer
First Aid Spray	First Aid Spray
Handgun Rounds	Handgun Rounds
Rocket Launcher	Rocket Launcher
Green Herb	Green Herb
Newspaper + Bottle	Newspaper + Bottle
Assault Rifle	Assault Rifle
Hammer	Hammer

## ROOFTOP; ELEVATED RAILWAY ITEMS LIST

Single E & N	Single H & VH
Hammer	Hammer
Assault Rifle Magazine	Assault Rifle Magazine
Green Herb	Green Herb
First Aid Spray	First Aid Spray
Iron Pipe	Iron Pipe
Rocket Launcher	Rocket Launcher
Handgun Rounds	Handgun Rounds
Green Herb	Green Herb
Grenade Launcher-Burst Rounds	Grenade Launcher-Burst Rounds
Green Herb	Green Herb
Survival Knife	Survival Knife
Battery	Battery
Red Herb	Red Herb

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## "SHOWDOWN 3" CLEAR TIME RANKING—SINGLE

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:25:00~	00:30:00~	00:50:00~	01:00:00~
B	00:25:30~	00:30:30~	00:50:30~	01:00:30~
C	00:26:30~	00:31:30~	00:51:30~	01:01:30~
D	00:30:00~	00:35:00~	00:55:00~	01:05:00~
E	00:35:00~	00:40:00~	01:00:00~	01:10:00~

## "SHOWDOWN 3" CLEAR TIME RANKING—NETWORK (DVD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:27:00~	00:27:00~	00:29:00~	00:31:00~
B	00:27:30~	00:27:30~	00:29:30~	00:31:30~
C	00:28:30~	00:28:30~	00:30:30~	00:32:30~
D	00:32:00~	00:32:00~	00:34:00~	00:36:00~
E	00:37:00~	00:37:00~	00:39:00~	00:41:00~

## "SHOWDOWN 3" CLEAR TIME RANKING—NETWORK (HDD)

Mode	EASY	NORMAL	HARD	VERY HARD
S	00:00:00~	00:00:00~	00:00:00~	00:00:00~
A	00:27:00~	00:27:00~	00:29:00~	00:31:00~
B	00:27:30~	00:27:30~	00:29:30~	00:31:30~
C	00:28:30~	00:28:30~	00:30:30~	00:32:30~
D	00:32:00~	00:32:00~	00:34:00~	00:36:00~
E	00:37:00~	00:37:00~	00:39:00~	00:41:00~



# NETWORK MODE ITEM LISTS AND MAPS

One of the most challenging aspects of Network mode is that some items appear randomly. In the harder difficulty modes, an item may be one of four things, or nothing at all as indicated in the following tables with a "No Item" entry. Each item is determined independently; there are no "sets" as veteran players might remember from the original *Resident Evil Outbreak*. Item locations are mostly the same as in Single Play mode, with a few exceptions.

## AREA NEAR THE ZOO

### ITEM LIST: Area Near the Zoo

No.	EASY	NORMAL	HARD	VERY HARD
1	First Aid Spray x4	No Item	No Item	No Item
2	Handgun	No Item	No Item	Red Herb
3	Handgun Rounds	No Item	No Item	No Item
4	Pesticide Spray	Green Herb	Square Timber No Item	Green Herb Handgun Wooden Pole Blank Tape Mr. Raccoon Medal
5	Green Herb	Green Herb	Blue Herb	Green Herb No Item
6	Handgun	Handgun	Green Herb	Wooden Pole Butcher Knife Green Herb Handgun No Item
7	Green Herb	Pesticide Spray Scrub Brush	Handgun No Item	Shotgun Rounds Blue Herb Wooden Pole No Item

No.	EASY	NORMAL	HARD	VERY HARD
8	Iron Pipe	Iron Pipe Handgun Rounds	Square Timber Handgun No Item	Revolver Handgun Rounds Blank Tape Revolver Rounds
9	Green Herb	Green Herb	First Aid Spray	Mr. Raccoon Medal Handgun No Item
10	Red Herb	Red Herb	Red Herb Lighter No Item	Red Herb Green Herb No Item
11	45 Auto Rounds	45 Auto Rounds	Mr. Raccoon Medal Butcher Knife 45 Auto Rounds Revolver	Handgun Rounds Bolt Cutter Blank Tape No Item
12	Shotgun E	Shotgun E	Shotgun E Mr. Raccoon Medal Square Timber No Item	Hunting Rifle Blank Tape No Item
13	Handgun Rounds No Item	Shotgun Rounds Handgun Rounds	Shotgun Rounds Handgun Rounds Revolver Rounds 45 Auto Rounds	Bolt Cutter Handgun No Item

## WILD THING

No.	EASY	NORMAL	HARD	VERY HARD
14	First Aid Spray	First Aid Spray Handgun	Red Herb Green Herb	Blue Herb Shotgun Rounds Revolver No Item
15	Handgun	Handgun Butcher Knife	Revolver Pesticide Spray Butcher Knife	Handgun Rounds Butcher Knife Blue Herb Revolver Revolver Rounds
16	Green Herb	Green Herb Scrub Brush	Green Herb Red Herb No Item	Green Herb Red Herb No Item
17	Scrub Brush	Scrub Brush First Aid Spray	Scrub Brush	Butcher Knife Wooden Pole Handgun
18	Bolt Cutter	Bolt Cutter	Pesticide Spray Revolver Mr. Raccoon Medal	Handgun Mr. Raccoon Medal Green Herb Butcher Knife No Item
19	First Aid Spray	First Aid Spray	Bolt Cutter	Green Herb Blank Tape Red Herb
20	Butcher Knife	Butcher Knife Green Herb	Butcher Knife 45 Auto Rounds Revolver Rounds	Blank Tape Mr. Raccoon Medal No Item
21	Scrub Brush	Scrub Brush Pesticide Spray	45 Auto Rounds Mr. Raccoon Medal Pesticide Spray No Item	Handgun Hunting Rifle Mr. Raccoon Medal No Item

### ITEM LIST: Raccoon City Zoo

No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Blue Herb	Green Herb Mushroom
2	Mixed Herb (G + R)	Mixed Herb (G + R)	Mixed Herb (G + G)	Mixed Herb (G + R) Mixed Herb (G + G)
3	No Item	No Item	No Item	Mr. Raccoon Medal No Item
4	Green Herb	Green Herb	Green Herb No Item	Green Herb
5	Green Herb	Blue Herb Green Herb	Green Herb No Item	Green Herb No Item
6	Handgun Rounds No Item	Handgun Rounds	Handgun Rounds Square Timber Handgun Rounds	Revolver Rounds Pesticide Spray
7	Lighter Handgun Rounds	Handgun Rounds Shotgun Rounds	Revolver S. Loader Revolver Rounds Shotgun Rounds No Item	Shotgun Rounds No Item
8	Shotgun Rounds	Handgun Rounds	Lighter Shotgun E No Item	Shotgun E Mr. Raccoon Medal Revolver S. Loader Pesticide Spray
9	Handgun Rounds	Handgun Rounds	Handgun Rounds Handgun Magazine	Revolver S. Loader Handgun Rounds Revolver Rounds Mr. Raccoon Medal
10	Green Herb No Item	Green Herb	Green Herb No Item	No Item
11	Green Herb	Green Herb	Green Herb No Item	Green Herb
12	Iron Pipe	Iron Pipe Curved Iron Pipe	Green Herb	Stick First Aid Spray Revolver S. Loader No Item

## RACCOON CITY ZOO

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WILD THINGS  
SPECIAL ITEMS

UNDERBELLY  
SPECIAL ITEMS

FLASHBACK  
SPECIAL ITEMS

DESPERATE TIMES  
SPECIAL ITEMS

END OF THE ROAD  
SPECIAL ITEMS



No.	EASY	NORMAL	HARD	VERY HARD
13	Green Herb	Lighter Shotgun Rounds Square Timber	Handgun Magazine Handgun Rounds No Item	Pesticide Spray Revolver S. Loader Revolver Rounds No Item
14	Square Timber 45 Auto Rounds Handgun Rounds	Square Timber Lighter	Square Timber Handgun Rounds No Item	Revolver Rounds Hemostat Green Herb Square Timber
15	First Aid Spray	Green Herb Blue Herb	Green Herb Blue Herb No Item	Shotgun Rounds Handgun Rounds No Item
16	First Aid Spray	Green Herb	Green Herb	Green Herb
17	No Item	No Item	No Item	Mr. Raccoon Medal No Item
18	Rifle Rounds	Rifle Rounds Shotgun Rounds	Rifle Rounds Shotgun Rounds	Mr. Raccoon Medal
19	Lion Emblem Red No Item	Shotgun Rounds Lion Emblem (Blue)	Shotgun Rounds Lion Emblem (Blue)	Rifle Rounds Alligator Key
20	No Item	No Item	Office Key	Office Key
21	Iron Pipe No Item	Iron Pipe Curved Iron Pipe	Iron Pipe	Square Timber Iron Pipe Iron Pipe
22	First Aid Spray	First Aid Spray	Revolver Rounds Handgun Rounds Green Herb No Item	Mr. Raccoon Medal Revolver S. Loader No Item
23	No Item	No Item	Shotgun Rounds	Green Herb
24	Handgun Rounds No Item	Handgun Rounds No Item	Butcher Knife	Hemostat Revolver Rounds Handgun Rounds Shotgun Rounds No Item
25	Antidote	Handgun Rounds Butcher Knife No Item	Revolver Rounds Handgun Rounds No Item	Revolver Rounds Handgun Rounds Pesticide Spray
26	Survival Knife	Survival Knife	Pesticide Spray Handgun Rounds	Pesticide Spray Lighter Handgun Magazine Shotgun Rounds
27	Green Herb	Blue Herb	Green Herb Blue Herb	Green Herb No Item
28	Shotgun Rounds	Shotgun Rounds Handgun Rounds Handgun Rounds	Revolver S. Loader Mr. Raccoon Medal Shotgun Rounds No Item	Handgun Magazine Hemostat Mr. Raccoon Medal
29	Scrub Brush	Shotgun E Shotgun Brush	Scrub Brush Green Herb	Scrub Brush Scrub Brush Green Herb Mr. Raccoon Medal
30	Pesticide Spray	Handgun Rounds Green Herb No Item	Handgun Rounds Pesticide Spray Shotgun Rounds	Handgun Rounds Green Herb Shotgun Rounds Lighter
31	Blank Tape	Parade BGM Tape	Handgun Magazine Mr. Raccoon Medal Blank Tape	Mr. Raccoon Medal No Item
32	Green Herb	Green Herb Blue Herb	Green Herb No Item	Green Herb Revolver Rounds Mr. Raccoon Medal No Item
33	Mr. Raccoon Medal	Mr. Raccoon Medal Shotgun E	Mr. Raccoon Medal Shotgun Rounds	First Aid Spray Survival Knife Mr. Raccoon Medal No Item
34	Handgun Magazine 45 Auto Rounds	Handgun Magazine Shotgun Rounds	Blank Tape Handgun Magazine Revolver Rounds Handgun Rounds	Revolver S. Loader Handgun Rounds No Item
35	Lion Emblem Red No Item	Lion Emblem (Blue) No Item	Lion Emblem (Blue) No Item	Alligator Key Mr. Raccoon Medal No Item
36	Lion Emblem Red Rifle Rounds	Lion Emblem (Blue) Rifle Rounds	Green Herb Red Herb No Item	Alligator Key Rifle Rounds No Item
37	Green Herb	Green Herb	Green Herb No Item	Green Herb No Item
38	Blue Herb	Blue Herb	Blue Herb No Item	Blue Herb No Item
39	Blue Herb	Blue Herb	Green Herb No Item	No Item

No.	EASY	NORMAL	HARD	VERY HARD
40	Stick Shotgun Rounds	Stick	Stick	Stick Pesticide Spray Wooden Pole No Item
41	45 Auto Rounds Shotgun Rounds Stick	Stick	Mr. Raccoon Medal Handgun Rounds No Item	Stick
42	Square Timber	Square Timber Iron Pipe No Item	Iron Pipe Square Timber No Item	Iron Pipe Square Timber Scrub Brush Scrub Brush
43	Mr. Raccoon Medal	Green Herb Mr. Raccoon Medal	Blue Herb Blank Tape Green Herb	Mr. Raccoon Medal No Item
44	Green Herb	Green Herb	Green Herb No Item	Green Herb No Item
45	No Item	No Item	Mr. Raccoon Medal	Mr. Raccoon Medal Hemostat Handgun Rounds No Item
46	Green Herb	Red Herb	Green Herb Blue Herb	Green Herb
47	Blue Herb	Blue Herb	Blue Herb Green Herb Red Herb No Item	Blue Herb Red Herb No Item
48	Handgun Rounds Green Herb	Blue Herb Green Herb	Red Herb Blue Herb Green Herb	Blue Herb Green Herb Scrub Brush Scrub Brush No Item
49	Red Herb	Green Herb	Green Herb	Pesticide Spray Stick No Item
50	Iron Pipe No Item	Iron Pipe No Item	Wooden Pole No Item	Iron Pipe Iron Pipe No Item
51	No Item	No Item	Mr. Raccoon Medal No Item	Mr. Raccoon Medal No Item
52	First Aid Spray	Alligator Key	Alligator Key	Elephant Key
53	Mr. Raccoon Medal	Mr. Raccoon Medal	Mr. Raccoon Medal Blank Tape No Item	Lighter Handgun Rounds No Item
54	Hunting Rifle	Hunting Rifle	Hunting Rifle	Mr. Raccoon Medal Curved Iron Pipe Blue Herb No Item
55	No Item	Long Pole Iron Pipe	Long Pole No Item	Wooden Pole
56	No Item	Mr. Raccoon Medal No Item	Handgun Rounds Mr. Raccoon Medal Shotgun Rounds	Handgun Rounds Mr. Raccoon Medal No Item
57	No Item	Green Herb Blue Herb	Green Herb Blue Herb	Green Herb
58	No Item	First Aid Spray	First Aid Spray Blank Tape Mr. Raccoon Medal No Item	Hemostat First Aid Spray No Item
59	No Item	No Item	Mr. Raccoon Medal No Item	Mr. Raccoon Medal Revolver No Item
60	No Item	Lion Emblem Red Shotgun Rounds	Lion Emblem Red Handgun Magazine	Alligator Key Lighter Handgun Rounds No Item
61	No Item	No Item Rifle Rounds	Rifle Rounds No Item	Rifle Rounds Alligator Key Mr. Raccoon Medal
62	No Item	Curved Iron Pipe Iron Pipe No Item	Blue Herb Curved Iron Pipe Green Herb	Mr. Raccoon Medal Curved Iron Pipe Blue Herb
63	No Item	First Aid Spray	First Aid Spray Mr. Raccoon Medal	Survival Knife First Aid Spray Revolver Rounds No Item
64	No Item	Green Herb	Green Herb	Green Herb Blue Herb
65	No Item	Handgun Rounds Handgun Magazine Shotgun Rounds	Hemostat Handgun Rounds Blue Herb Red Herb Shotgun Rounds	Shotgun Rounds Handgun Rounds Stick No Item
66	No Item	Mr. Raccoon Medal	Mr. Raccoon Medal No Item	Mr. Raccoon Medal No Item

No.	EASY	NORMAL	HARD	VERY HARD
67	Shotgun E Lion Emblem Red	Lion Emblem Red No Item	Lion Emblem Red No Item	Mr. Raccoon Medal Alligator Key Rifle Rounds
68	Rifle Rounds Lion Emblem Red	Lion Emblem Red Rifle Rounds	Rifle Rounds Lion Emblem Red	No Item
69	Mr. Raccoon Medal	Mr. Raccoon Medal No Item	Mr. Raccoon Medal First Aid Spray	Blue Herb Survival Knife Blank Tape Handgun Magazine No Item
70	Antidote	Butcher Knife Mr. Raccoon Medal	Handgun Rounds Revolver Rounds Handgun Magazine	Handgun Revolver Hemostat No Item
71	Iron Pipe	Iron Pipe Green Herb No Item	Wooden Pole Long Pole Green Herb	Blue Herb Curved Iron Pipe No Item
72	Parade BGM Tape	Blank Tape	First Aid Spray Blank Tape Blue Herb No Item	Revolver Rounds Handgun Rounds No Item
73	Alligator Key	No Item	No Item	Blank Tape No Item
74	Green Herb	Blue Herb Green Herb	Blue Herb No Item	Blank Tape Green Herb No Item
75	Red Herb	Green Herb	Green Herb	Green Herb
76	Handgun Rounds No Item	Handgun Rounds	Long Pole No Item	Handgun Rounds Shotgun E No Item
77	Mr. Raccoon Medal	Mr. Raccoon Medal	Blank Tape Hemostat No Item	Mr. Raccoon Medal Handgun Rounds No Item
78	No Item	No Item	No Item	Mr. Raccoon Medal Blank Tape No Item
79	Red Herb	Red Herb	Red Herb Hemostat No Item	Red Herb Blue Herb Iron Pipe
80	Shotgun Rounds No Item	Shotgun Rounds	Shotgun Rounds Hemostat No Item	Curved Iron Pipe Handgun Mr. Raccoon Medal No Item
81	Green Herb	Green Herb	Red Herb No Item	Revolver Rounds No Item
82	Green Herb	Red Herb Green Herb	No Item	Green Herb Red Herb Blue Herb No Item
83	Green Herb	Green Herb	Green Herb No Item	Shotgun Rounds Green Herb
84	Green Herb	Green Herb Red Herb	Green Herb Long Pole No Item	Green Herb No Item
85	Butcher Knife	Butcher Knife	Butcher Knife First Aid Spray	Butcher Knife No Item
86	Long Pole	Long Pole	Long Pole Survival Knife Shotgun Rounds	Long Pole Long Pole Handgun Rounds
87	First Aid Spray	First Aid Spray	First Aid Spray No Item	Red Herb No Item
88	Handgun Rounds	Handgun Rounds	No Item	Revolver Rounds Iron Pipe Long Pole Long Pole
89	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds Long Pole Green Herb First Aid Spray	Butcher Knife Shotgun Rounds Red Herb No Item
90	Green Herb	Green Herb	Green Herb No Item	Green Herb Butcher Knife No Item
91	Green Herb	Green Herb	Green Herb Handgun Rounds	Green Herb No Item
92	Handgun Rounds	Handgun Rounds	Handgun Rounds Green Herb	Handgun Rounds No Item
93	Iron Pipe	Iron Pipe	Curved Iron Pipe	Iron Pipe Revolver Rounds Green Herb
94	First Aid Spray	First Aid Spray	First Aid Spray No Item	Butcher Knife
95	Survival Knife	Survival Knife	Survival Knife Shotgun Rounds	Stick Red Herb
96	Red Herb	Red Herb	Shotgun Rounds	Red Herb Stick No Item

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KEY ITEMS

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NETWORK PLAY MODE

SPECIAL ITEMS

COLLECTION

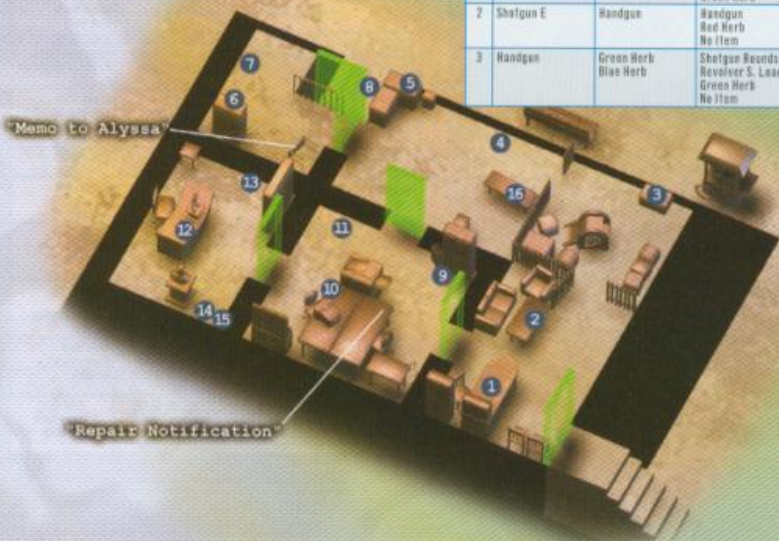
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## OFFICE BUILDING INTERIOR

### ITEM LIST: Office Building Interior

No.	EASY	NORMAL	HARD	VERY HARD
1	First Aid Spray	First Aid Spray	Pesticide Spray Green Herb	Lighter Pesticide Spray
2	Shotgun E	Handgun	Handgun Red Herb No Item	Handgun No Item
3	Handgun	Green Herb Blue Herb	Shotgun Rounds Revolver S. Loader Green Herb No Item	Green Herb

No.	EASY	NORMAL	HARD	VERY HARD
4	Green Herb	Blue Herb Green Herb	Blue Herb Green Herb No Item	Green Herb No Item
5	Butcher Knife	Lighter Butcher Knife	Revolver Rounds Handgun Magazine Shotgun Rounds	Handgun Rounds Mr. Raccoon Medal Revolver Rounds No Item
6	Shotgun E	Shotgun E	Iron Pipe First Aid Spray	First Aid Spray Green Herb
7	Scrub Brush 45 Auto Rounds	Scrub Brush No Item	Shotgun Rounds Revolver S. Loader Mr. Raccoon Medal No Item	Square Timber Mr. Raccoon Medal No Item
8	Shotgun Rounds Handgun Rounds	Shotgun Rounds Lighter	Red Herb Mr. Raccoon Medal	Mr. Raccoon Medal No Item
9	First Aid Spray	First Aid Spray	First Aid Spray Pesticide Spray	Pesticide Spray Lighter Revolver S. Loader
10	Elephant Key	Elephant Key	Mr. Raccoon Medal First Aid Spray No Item	Mr. Raccoon Medal No Item
11	No Item	No Item	First Aid Spray Handgun	Green Herb
12	Mr. Raccoon Medal	Mr. Raccoon Medal	Mr. Raccoon Medal Blank Tape	Revolver Handgun No Item
13	Rifle Rounds	Lion Key	Lion Key	Lion Emblem (Blue)
14	No Item	No Item	No Item	Lion Emblem Red
15	Rifle Rounds	Rifle Rounds	Rifle Rounds	Lion Emblem Red
16	Blue Herb	Green Herb	No Item	Wooden Pole Mr. Raccoon Medal No Item





## RACCOON CITY SUBWAY B1F

### ITEM LIST: Raccoon City Subway B1F

No.	EASY	NORMAL	HARD	VERY HARD
1	First Aid Spray x2	No Item	No Item	No Item
2	Handgun	No Item	No Item	No Item
3	Handgun Rounds	No Item	No Item	No Item
4	Green Herb	Green Herb	Green Herb	No Item
5	Green Herb	Green Herb	No Item	No Item
6	No Item	No Item	No Item	Handgun Magazine Handgun GL Handgun Handgun GL Magazine Green Herb First Aid Spray
7	Remostat	Concrete Piece Red Herb No Item	No Item	No Item
8	Alcohol Bottle	Alcohol Bottle	Red Herb	Deck Brush Alcohol Bottle No Item
9	No Item	No Item	No Item	Alcohol Bottle Handgun GL Green Herb Handgun No Item
10	Handgun	Handgun	No Item	Green Herb Blue Herb No Item
11	Red Herb	Concrete Piece	Concrete Piece	Alcohol Bottle Iron Pipe Iron Pipe No Item
12	No Item	No Item	Handgun GL First Aid Spray Handgun	Blue Herb Handgun Magazine Handgun GL Magazine No Item
13	Blue Herb	Iron Pipe Curved Iron Pipe	Iron Pipe	Iron Pipe Deck Brush Blue Herb No Item
14	Handgun Rounds	Handgun Rounds Red Herb No Item	No Item	Recovery Medicine Base Folding Knife No Item

No.	EASY	NORMAL	HARD	VERY HARD
15	First Aid Spray	First Aid Spray	Handgun Handgun GL No Item	Alcohol Bottle No Item
16	Concrete Piece	Stick	Handgun Rounds	Recovery Medicine Base Iron Pipe Iron Pipe No Item
17	Folding Knife	Folding Knife	Blue Herb	Folding Knife Recovery Medicine Base No Item
18	Deck Brush	Deck Brush	Deck Brush Wooden Pole	Deck Brush Iron Pipe No Item
19	First Aid Spray	First Aid Spray	Folding Knife No Item	First Aid Spray No Item
20	Concrete Piece	Red Herb Concrete Piece Handgun Rounds	Concrete Piece	No Item
21	Iron Pipe	Red Herb Concrete Piece No Item	Iron Pipe	Iron Pipe Iron Pipe No Item
22	No Item	No Item	Green Herb No Item	Folding Knife Handgun Handgun Magazine Handgun GL Magazine No Item
23	Handgun Rounds	Handgun Rounds	First Aid Spray No Item	No Item
24	First Aid Spray x2	No Item	No Item	No Item
25	Handgun	Handgun	No Item	Blood Infusion Pack No Item
26	Green Herb	Green Herb	Newspaper 1 No Item	No Item
27	Green Herb	Green Herb	Green Herb	No Item
28	Stick	Green Herb Red Herb Stick	Stick Newspaper 1	Stick Blood Infusion Pack No Item

No.	EASY	NORMAL	HARD	VERY HARD
29	No Item	No Item	No Item	Handgun Magazine Handgun GL Magazine Handgun GL First Aid Spray Iron Pipe No Item
30	Remostat	Folding Knife	Folding Knife Lighter Recovery Medicine Base	Folding Knife No Item
31	First Aid Spray	First Aid Spray	Green Herb Red Herb First Aid Spray	Red Herb Blood Infusion Pack First Aid Spray Folding Knife No Item
32	Green Herb	Red Herb Blue Herb Green Herb	First Aid Spray Green Herb No Item	Newspaper 1 First Aid Spray No Item
33	Iron Pipe	Iron Pipe Curved Iron Pipe	Iron Pipe Newspaper 1	Iron Pipe Iron Pipe No Item
34	Newspaper 1	Newspaper 1	Newspaper 1 No Item	Newspaper 1 Blood Infusion Pack No Item
35	Red Herb	Blue Herb Green Herb Red Herb	No Item	Red Herb Green Herb No Item
36	First Aid Spray	Stick Blue Herb Red Herb	Red Herb Green Herb First Aid Spray	Green Herb Newspaper 1 Iron Pipe No Item
37	Wooden Pole	Wooden Pole	Handgun Rounds	Handgun Magazine Green Herb No Item
38	Newspaper 3	No Item	Handgun Handgun GL No Item	First Aid Spray Red Herb Green Herb No Item
39	Handgun Rounds	Handgun Rounds	Green Herb First Aid Spray	First Aid Spray No Item
40	Lighter	First Aid Spray	Stick No Item	Stick Handgun Handgun GL No Item
41	No Item	No Item	No Item	Handgun GL Green Herb First Aid Spray Handgun No Item
42	No Item	No Item	No Item	Handgun Folding Knife Handgun GL First Aid Spray No Item
43	No Item	No Item	Handgun GL No Item	First Aid Spray Handgun Handgun GL Magazine Handgun GL No Item
44	No Item	No Item	No Item	Handgun GL Magazine First Aid Spray No Item

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WILD THINGS  
SPECIAL ITEMS

UNDERBELLY  
SPECIAL ITEMS

FLASHBACK  
SPECIAL ITEMS

DESPERATE TIMES  
SPECIAL ITEMS

END OF THE ROAD  
SPECIAL ITEMS

## RACCOON CITY SUBWAY PLATFORM

### ITEM LIST: Raccoon City Subway Platform

No.	EASY	NORMAL	HARD	VERY HARD
1	Founder's Emblem (Oral)	Founder's Emblem (Oral)	Founder's Emblem (Oral)	Founder's Emblem (Oral)
2	Pesticide Spray	Green Herb Blue Herb	Green Herb Blue Herb	Handgun Magazine Green Herb Blue Herb
3	Shotgun E	Shotgun E Assault Rifle	Recovery Base Handgun Rounds Pesticide Spray No Item	Green Herb Pesticide Spray Handgun Magazine No Item
4	Green Herb	Green Herb Blue Herb	Green Herb Blue Herb Recovery Base	Green Herb Handgun GL Magazine No Item
5	Ventilation Tower Key	Ventilation Tower Key	Ventilation Tower Key	Ventilation Tower Key
6	Green Herb	Blue Herb Green Herb	Green Herb	Green Herb Blue Herb No Item
7	Blue Herb	Green Herb	Green Herb Blue Herb Pesticide Spray No Item	Green Herb No Item
8	Handgun Magazine	Handgun Rounds	Handgun Rounds Green Herb Blue Herb No Item	Handgun GL Magazine Pesticide Spray No Item
9	Burst Handgun Handgun	Assault Rifle Magazine Burst Handgun Shotgun Rounds	Recovery Base Pesticide Spray Handgun Rounds No Item	Blue Herb Green Herb No Item
10	Green Herb	Green Herb Blue Herb	Pesticide Spray Handgun Rounds Recovery Base	Blue Herb Green Herb No Item





**RACCOON CITY  
SUBWAY CAR**

**ITEM LIST: Raccoon City Subway East Tunnel**

No.	EASY	NORMAL	HARD	VERY HARD
1	Blue Herb	Green Herb Red Herb Blue Herb	Green Herb Blue Herb No Item	Green Herb Blue Herb No Item
2	Green Herb	Green Herb Red Herb	Hemostat	Handgun Rounds Blue Herb No Item
3	Pesticide Spray	Iron Pipe	Iron Pipe First Aid Spray	Newspaper 3 Iron Pipe Iron Pipe No Item
4	Green Herb	Blue Herb Green Herb Red Herb	Green Herb No Item	Green Herb
5	No Item	No Item	No Item	First Aid Spray Shotgun Rounds
6	Handgun Rounds	Handgun Rounds	Handgun Rounds Green Herb No Item	Concrete Piece Handgun Rounds No Item
7	Shotgun Rounds	Shotgun Rounds	Green Herb Hemostat No Item	Handgun Rounds No Item
8	Green Herb	Hemostat	Handgun Rounds Iron Pipe No Item	Newspaper 3 No Item
9	Assault Rifle	Newspaper 3 No Item	Handgun	Handgun Rounds Shotgun Rounds
10	First Aid Spray	No Item	First Aid Spray Hemostat Handgun Rounds	Newspaper 3 Handgun Rounds No Item
11	Shotgun E	Shotgun E	Shotgun Rounds	First Aid Spray Handgun Rounds No Item
12	Handgun	Handgun	Hemostat Folding Knife First Aid Spray No Item	Concrete Piece Handgun Rounds No Item
13	Green Herb	Green Herb Blue Herb	Green Herb Blue Herb No Item	Blue Herb No Item
14	Green Herb	Green Herb Red Herb	Green Herb No Item	Shotgun Rounds No Item
15	First Aid Spray	Red Herb Green Herb	Blue Herb Green Herb No Item	Iron Pipe Iron Pipe No Item
16	Magnum Revolver Rounds	Shotgun Rounds Handgun Rounds	Handgun Magnum Revolver Rounds	Burst Handgun Magnum Revolver Concrete Piece No Item



**RACCOON CITY SUBWAY  
EAST TUNNEL**

**ITEM LIST: Employee Area B1F**

No.	EASY	NORMAL	HARD	VERY HARD
1	Blood Infusion Pack	Blood Infusion Pack	Folding Knife Blood Infusion Pack No Item	Handgun Magazine Recovery Base No Item
2	Iron Pipe	Curved Iron Pipe Iron Pipe No Item	Iron Pipe Stick No Item	Handgun Rounds Green Herb Deck Brush No Item
3	Green Herb Blue Herb	Iron Pipe Curved Iron Pipe No Item	Blue Herb Green Herb	Concrete Piece Blue Herb Green Herb No Item
4	Blue Herb Green Herb	Long Pole	Green Herb Blue Herb No Item	Stick Deck Brush No Item
5	First Aid Spray	Pesticide Spray	Handgun Magazine Recovery Medicine Base Folding Knife	Handgun GL Magazine No Item
6	Green Herb Blue Herb	Blue Herb No Item	Green Herb Blue Herb Shotgun Rounds No Item	Deck Brush Blue Herb Handgun Magazine
7	Red Herb	Green Herb	First Aid Spray Pesticide Spray	Blue Herb Stick
8	Green Herb Blue Herb	Green Herb	Newspaper 3 No Item	Green Herb Concrete Piece No Item
9	Handgun Rounds	Handgun Rounds Handgun Magazine	Recovery Medicine Base Handgun GL Magazine	Handgun GL Magazine Stick No Item
10	Deck Brush	Deck Brush	Deck Brush Newspaper 2 Wooden Pole	Concrete Piece Recovery Medicine Base Newspaper 2

No.	EASY	NORMAL	HARD	VERY HARD
11	Green Herb	Green Herb	Green Herb No Item	Handgun GL Magazine Green Herb
12	Butcher Knife	Butcher Knife	Shotgun Rounds Blood Infusion Pack No Item	Handgun Magazine Shotgun Rounds No Item
13	Long Pole	Long Pole	Long Pole Newspaper 2	Stick No Item
14	Handgun Rounds	Handgun Rounds Shotgun Rounds	Pesticide Spray First Aid Spray No Item	Butcher Knife Handgun Rounds No Item
15	Deck Brush	Deck Brush	Deck Brush Wooden Pole	Green Herb Blue Herb No Item
16	Red Herb	Hemostat	Red Herb	Green Herb Butcher Knife Handgun Rounds
17	Anti Virus	Recovery Medicine Base	Handgun Rounds Folding Knife Hemostat	Recovery Medicine Base Stick No Item
18	Recovery Base	Recovery Base	Magnum Revolver Handgun Handgun Rounds	Recovery Base Shotgun Rounds Lighter
19	Handgun Burst Handgun	Magnum Revolver Burst Handgun	Magnum Revolver Rounds Burst Handgun Handgun Magnum Revolver	First Aid Spray Burst Handgun Handgun Rounds Shotgun E
20	Blood Infusion Pack	Blood Infusion Pack Handgun Magazine No Item	Blood Infusion Pack Handgun Magazine	Shotgun Rounds Lighter No Item

**ITEM LIST: Raccoon City Subway Car**

No.	EASY	NORMAL	HARD	VERY HARD
1	Employee Area Key	Employee Area Key	No Item	Handgun Rounds No Item
2	Assault Rifle	Assault Rifle Shotgun E	Blood Infusion Pack Long Pole No Item	Butcher Knife No Item
3	Green Herb	Green Herb	First Aid Spray Green Herb	Newspaper 2 Concrete Piece No Item
4	No Item	No Item	No Item	Recovery Base Concrete Piece Burst Handgun Magazine
5	Alcohol Bottle	Alcohol Bottle	Blood Infusion Pack No Item	Red Herb Green Herb No Item
6	Hemostat	Handgun Rounds No Item	Shotgun Rounds No Item	Blood Infusion Pack Lighter Red Herb No Item
7	Blood Infusion Pack	Blood Infusion Pack Handgun Magazine No Item	No Item	No Item
8	Shotgun Rounds	Shotgun Rounds	Butcher Knife	Blue Herb Shotgun Rounds No Item

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**SCENARIOS**

**ELIMINATIONS &  
SHOWDOWN**

**NETWORK  
PLAY MODE**

**SPECIAL ITEMS**

**COLLECTION**





Item List: Employee Area B1F (continued)

No.	EASY	NORMAL	HARD	VERY HARD
21	First Aid Spray	First Aid Spray Alcohol Bottle	Alcohol Bottle Green Herb First Aid Spray	Shotgun Rounds No Item
22	B2F Key	B2F Key	B2F Key	B2F Key
23	First Aid Spray	Handgun Rounds Magnum Revolver Rounds Curved Iron Pipe	Handgun Magazine Handgun GL Magazine Handgun Rounds Magnum Revolver Rounds	Pesticide Spray Recovery Base Handgun Rounds
23	Iron Pipe	Iron Pipe	Iron Pipe	Curved Iron Pipe
24	Handgun Rounds	Shotgun Rounds Handgun Rounds	Homostat Green Herb No Item	Red Herb Handgun Magazine Green Herb No Item
25	Newspaper + Bottle	Newspaper + Bottle	Newspaper + Bottle	Shotgun E
26	Shotgun Rounds	Butcher Knife	Shotgun Rounds	Butcher Knife Blood Infusion Pack No Item
27	No Item	No Item	No Item	Green Herb Shotgun Rounds

No.	EASY	NORMAL	HARD	VERY HARD
28	Newspaper 2	Newspaper 2	Deck Brush Newspaper 2 No Item	Shotgun Rounds Handgun Magazine Handgun GL Magazine No Item
29	Handgun Magazine Handgun Rounds	Shotgun Rounds Handgun Rounds No Item	Handgun Rounds Blood Infusion Pack No Item	Recovery Base Green Herb No Item
30	Alcohol Bottle	First Aid Spray Alcohol Bottle	Green Herb First Aid Spray	Pesticide Spray Green Herb
31	Blood Infusion Pack	Handgun Magazine Blood Infusion Pack	Folding Knife Blood Infusion Pack Handgun Magazine	Handgun Rounds No Item
32	Green Herb	Blue Herb	Shotgun Rounds	Concrete Piece Alcohol Bottle Blood Infusion Pack No Item
33	Repair Tape	Repair Tape	Repair Tape	Repair Tape
34	Pesticide Spray	First Aid Spray	First Aid Spray Green Herb Alcohol Bottle	Lighter Red Herb Pesticide Spray

No.	EASY	NORMAL	HARD	VERY HARD
35	Shotgun Rounds	Shotgun Rounds Handgun Magazine	Lighter First Aid Spray	Shotgun Rounds Handgun Rounds
36	Iron Pipe	Handgun Rounds Handgun Magazine	Iron Pipe Newspaper 3 No Item	Butcher Knife Alcohol Bottle Handgun GL Magazine
37	No Item	No Item	Burst Handgun Handgun Handgun Rounds	Shotgun E Burst Handgun
38	Assault Rifle	Assault Rifle Shotgun E	Alcohol Bottle	No Item
39	First Aid Spray	Lighter	Newspaper 2 Handgun Rounds Iron Pipe Blood Infusion Pack No Item	Green Herb No Item
40	Red Herb	Red Herb	Green Herb No Item No Item	Green Herb Handgun Rounds
41	Green Herb	Green Herb	Green Herb No Item	Alcohol Bottle No Item
42	Blood Infusion Pack	First Aid Spray	Pesticide Spray	No Item

EMPLOYEE AREA STORAGE ROOM #2

ITEM LIST: Employee Area Storage Room #2

No.	EASY	NORMAL	HARD	VERY HARD
1	First Aid Spray	First Aid Spray	No Item	Recovery Base First Aid Spray
2	No Item	No Item	Handgun Rounds Handgun GL Magazine Handgun Magazine	No Item
3	Magnum Revolver	Shotgun E Assault Rifle	Shotgun E	Shotgun E
4	No Item	No Item	No Item	No Item

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WILD THINGS  
SPECIAL ITEMS

UNDERBELLY  
SPECIAL ITEMS

FLASHBACK  
SPECIAL ITEMS

DESPERATE TIMES  
SPECIAL ITEMS

END OF THE ROAD  
SPECIAL ITEMS



ITEM LIST: Employee Area B2F

No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb Blue Herb Red Herb	Green Herb Blue Herb No Item	Green Herb Blue Herb No Item	Recovery Base Blue Herb Green Herb
2	First Aid Spray	First Aid Spray Alcohol Bottle	Blue Herb Green Herb First Aid Spray	Green Herb Wooden Pole Stick
3	Red Herb Green Herb No Item	Red Herb Blue Herb	Newspaper 3 Blue Herb No Item	Shotgun Rounds Stick No Item
4	Founder's Emblem (Werner)	Founder's Emblem (Werner)	Founder's Emblem (Werner)	Founder's Emblem (Werner)
5	Iron Pipe	Iron Pipe Curved Iron Pipe No Item	Green Herb Shotgun Rounds Blue Herb	Green Herb Red Herb Shotgun Rounds
6	Blue Herb Red Herb	Blue Herb Green Herb Red Herb	Handgun Rounds	Stick Shotgun Rounds Green Herb Handgun Rounds No Item
7	Handgun Rounds Handgun Magazine	Magnum Revolver Rounds Handgun Rounds Magnum Revolver	Handgun Rounds Handgun Burst Handgun	Handgun Rounds First Aid Spray Burst Handgun
8	Magnum Revolver S. Loader	Handgun Magazine Magnum Revolver Rounds Handgun Rounds Assault Rifle Magazine	Blood Infusion Pack Shotgun Rounds No Item	Blood Infusion Pack Handgun Rounds Shotgun Rounds Recovery Base
9	Shotgun Rounds	Curved Iron Pipe Blood Infusion Pack No Item	Handgun Rounds Newspaper 3	Wooden Pole Newspaper 2 Blood Infusion Pack
10	First Aid Spray	Alcohol Bottle First Aid Spray	First Aid Spray Alcohol Bottle	Burst Handgun Magazine Handgun GL Magazine Butcher Knife Recovery Medicine Base

No.	EASY	NORMAL	HARD	VERY HARD
11	First Aid Spray	First Aid Spray	Green Herb Alcohol Bottle First Aid Spray	Red Herb Blood Infusion Pack Green Herb
12	Green Herb	Burst Handgun Magnum Revolver Assault Rifle Magazine Magnum Revolver Rounds	Handgun GL Magazine Shotgun Rounds	Handgun Rounds Shotgun Rounds
13	Magnum Revolver	Magnum Revolver	Shotgun E	Burst Handgun Handgun Magazine Blood Infusion Pack Wooden Pole
14	First Aid Spray	Red Herb Blue Herb	Green Herb First Aid Spray	Shotgun Rounds Recovery Base Burst Handgun Magazine Lighter
15	Valve Handle	Valve Handle	Valve Handle	Valve Handle
16	Deck Brush	Green Herb Red Herb	Deck Brush Wooden Pole	Stick Shotgun Rounds
17	Green Herb	Green Herb	Green Herb	Green Herb
18	Red Herb	Red Herb	Red Herb	Green Herb
19	Iron Pipe	Iron Pipe	Iron Pipe	No Item
20	Blood Infusion Pack	Pesticide Spray	No Item	No Item
21	Pesticide Spray	Pesticide Spray	Pesticide Spray	Pesticide Spray
22	Model Train Wheel	No Item	No Item	No Item
23	First Aid Spray	First Aid Spray	First Aid Spray	Pesticide Spray



# FLASHBACK

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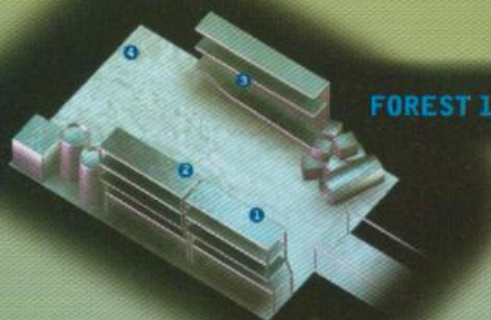
COLLECTION



## VENTILATION TOWER

### ITEM LIST: Ventilation Tower

No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Green Herb	Stick Long Pole Concrete Piece No Item
2	Blue Herb	Blue Herb	Blue Herb	Green Herb
3	Assault Rifle	Blood Infusion Pack	Green Herb Concrete Piece Iron Pipe No Item	Long Pole Iron Pipe Iron Pipe Stick No Item
4	Concrete Piece	Concrete Piece	Concrete Piece Iron Pipe Stick No Item	Concrete Piece Green Herb No Item
5	Shotgun E	Model Train Wheel	Model Train Wheel	Model Train Wheel
6	First Aid Spray	First Aid Spray	First Aid Spray Stick Iron Pipe	Iron Pipe First Aid Spray Green Herb No Item
7	First Aid Spray	Shotgun E	First Aid Spray	First Aid Spray Green Herb Long Pole No Item
8	Green Herb	Green Herb	First Aid Spray Green Herb No Item	Green Herb First Aid Spray Concrete Piece No Item
9	Shotgun Rounds	Stick	Stick Concrete Piece First Aid Spray	Stick Green Herb No Item
10	Green Herb	First Aid Spray	Green Herb	First Aid Spray Green Herb Long Pole No Item
11	Iron Pipe	Iron Pipe	Iron Pipe First Aid Spray Concrete Piece No Item	Iron Pipe No Item
12	Green Herb	Green Herb	Green Herb	Green Herb
13	Blue Herb	Green Herb	Green Herb	Green Herb



## FOREST 1

### ITEM LIST: Forest 1

No.	EASY	NORMAL	HARD	VERY HARD
1	Handgun Rounds	No Item	No Item	No Item
2	Handgun	No Item	No Item	No Item
3	First Aid Spray x4	No Item	No Item	No Item
4	Shotgun E	Long Pole	Long Pole	Long Pole No Item
5	Grenade Launcher-Flame Rounds	Shotgun E	Handgun	Handgun SG
6	Pendant	Pendant	Pendant	Pendant
7	No Item	No Item	No Item	Blue Herb
8	Blue Herb	Blue Herb	No Item	No Item
9	Long Pole	Long Pole	Long Pole	Iron Pipe Butcher Knife No Item
10	Green Herb	Green Herb	Green Herb	Green Herb
11	Green Herb	Handgun	Green Herb	Green Herb Red Herb No Item



## MOUNTAIN PATH, EASY AND NORMAL MODE



## MOUNTAIN PATH, HARD MODE





## MOUNTAIN PATH, VERY HARD MODE

\*Glowing tree trunks disappear after Suspension Bridge falls.

## SUSPENSION BRIDGE

178

WILD THINGS  
SPECIAL ITEMS

UNDERBELLY  
SPECIAL ITEMS

FLASHBACK  
SPECIAL ITEMS

DESPERATE TIMES  
SPECIAL ITEMS

END OF THE ROAD  
SPECIAL ITEMS

## ITEM LIST: Suspension Bridge

No.	EASY	NORMAL	HARD	VERY HARD
1	No Item	Green Herb No Item	Green Herb No Item	Blue Herb No Item
2	Concrete Piece	Concrete Piece No Item	Concrete Piece No Item	No Item
3	Green Herb	Green Herb	No Item	Red Herb Blue Herb Green Herb No Item
4	Blue Herb	Blue Herb	Blue Herb	No Item
5	Long Pole	Long Pole Concrete Piece	Long Pole Green Herb	Green Herb
6	Stick	Stick Green Herb	Green Herb Stick Concrete Piece	Long Pole No Item
7	No Item	Long Pole Iron Pipe No Item	Concrete Piece Green Herb	Iron Pipe Iron Pipe Blue Herb No Item
8	No Item	Stick No Item	Handgun SG Magazine No Item	Blue Herb Green Herb No Item

## ITEM LIST: Mountain Path

No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Long Pole Green Herb Blue Herb No Item	Green Herb Red Herb Empty Chemical Bottle No Item
2	No Item	Green Herb No Item	Green Herb Blue Herb No Item	Green Herb
3	Red Herb	No Item	Green Herb Blue Herb Long Pole No Item	Green Herb Long Pole No Item
4	Green Herb	Green Herb	Blue Herb Green Herb No Item	Iron Pipe Yellow Chemical Bottle Green Herb No Item
5	Handgun Rounds	Green Herb	Green Herb Long Pole Handgun SG Blue Herb	Green Herb Long Pole No Item
6	Green Herb	Blue Herb Green Herb No Item	Green Herb Handgun SG Blue Herb No Item	Long Pole Green Herb Iron Pipe
7	First Aid Spray	Red Herb	Handgun SG Magazine Handgun SG Green Herb No Item	Green Herb Yellow Chemical Bottle Empty Chemical Bottle No Item
8	First Aid Spray	Red Herb		
9	Shotgun Rounds	Handgun Rounds Blue Herb Green Herb No Item	Handgun SG Handgun SG Green Herb Long Pole No Item	Yellow Chemical Bottle Empty Chemical Bottle Red Herb No Item
10	No Item	Green Herb Handgun Rounds No Item	Green Herb Handgun SG Magazine Long Pole No Item	Empty Chemical Bottle Blue Herb Green Herb Red Herb Yellow Chemical Bottle No Item
11	Blue Herb	Green Herb No Item	Blue Herb Long Pole Green Herb No Item	Butcher Knife Iron Pipe Blue Herb Green Herb Long Pole No Item
12	Green Herb	Green Herb Blue Herb No Item	Blue Herb Green Herb No Item	Green Herb No Item
13	No Item	Green Herb Handgun Rounds	Long Pole Green Herb Blue Herb No Item	Blue Herb Empty Chemical Bottle Iron Pipe Green Herb No Item
14	First Aid Spray	First Aid Spray	No Item	No Item
15	Stun Gun	Stun Gun	Stun Gun	Green Herb
16	Red Herb	Handgun Rounds No Item	Red Herb	Long Pole Green Herb Empty Chemical Bottle No Item

## ITEM LIST: Hospital Back Gate

No.	EASY	NORMAL	HARD	VERY HARD
1	Blue Herb	Blue Herb	Blue Herb	Iron Pipe Iron Pipe Long Pole No Item
2	Concrete Piece	Concrete Piece	Concrete Piece Iron Pipe	Iron Pipe Iron Pipe Blue Herb No Item
3	Green Herb	Green Herb	Stick No Item	Red Herb Green Herb No Item
4	Green Herb	Green Herb	Green Herb No Item	Stick
5	Iron Pipe	Iron Pipe Green Herb	Iron Pipe Green Herb No Item	Blue Herb No Item
6	Green Herb	Green Herb No Item	Iron Pipe No Item	Iron Pipe Iron Pipe Blue Herb No Item
7	Red Herb	Red Herb	Concrete Piece Stick No Item	Blue Herb Green Herb No Item
8	No Item	No Item	No Item	Blue Herb No Item
9	No Item	No Item	No Item	Blue Herb No Item



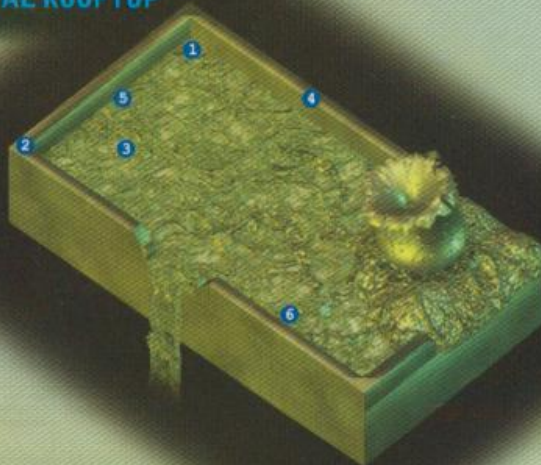
## HOSPITAL BACK GATE



## HOSPITAL ROOFTOP

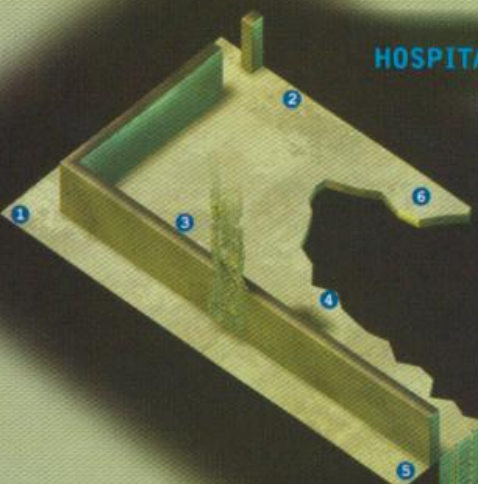
### ITEM LIST: Hospital Rooftop

No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Iron Pipe Curved Iron Pipe No Item	Iron Pipe First Aid Spray No Item
2	Concrete Piece	Concrete Piece	Concrete Piece	Concrete Piece No Item
3	No Item	No Item	Lighter Shotgun Rounds Pesticide Spray	Recovery Medicine Base No Item
4	Blue Herb	Blue Herb	No Item	First Aid Spray Crutch No Item
5	No Item	No Item	Green Herb Shotgun E Concrete Piece No Item	No Item
6	No Item	No Item	Shotgun Rounds Green Herb Red Herb No Item	Blue Herb Handgun First Aid Spray Handgun SG No Item



### ITEM LIST: Hospital 5F

No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	First Aid Spray Green Herb No Item	First Aid Spray Pesticide Spray No Item
2	Iron Pipe	Curved Iron Pipe Iron Pipe	Iron Pipe Curved Iron Pipe	Crutch Concrete Piece Curved Iron Pipe No Item
3	First Aid Spray	First Aid Spray	First Aid Spray Yellow Chemical Bottle	Green Herb First Aid Spray No Item
4	Handgun Magazine Shotgun Rounds	Shotgun Rounds Handgun Rounds	Shotgun Rounds No Item	Empty Chemical Bottle Concrete Piece No Item
5	Blue Herb	Blue Herb	Blue Herb First Aid Spray Shotgun E No Item	Empty Chemical Bottle Blue Herb No Item
6	No Item	No Item	Shotgun E Lighter First Aid Spray Stick	First Aid Spray Blue Herb Handgun Handgun SG No Item



## HOSPITAL 5F

### ITEM LIST: Hospital 3F

No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Green Herb No Item	Empty Chemical Bottle No Item
2	Blue Herb	Blue Herb	Blue Herb Red Herb No Item	Blue Herb Green Herb No Item
3	No Item	No Item	Axe Flame Rounds Grenade Launcher-Flame Rounds	Axe Handgun Rounds First Aid Spray Shotgun E
4	Flame Rounds	Flame Rounds Handgun Rounds No Item	Yellow Chemical Bottle Butcher Knife	Empty Chemical Bottle Concrete Piece No Item
5	Iron Pipe	Iron Pipe Curved Iron Pipe	Stick Iron Pipe	Iron Pipe Iron Pipe Curved Iron Pipe Long Pole Pesticide Spray
6	Pesticide Spray	Pesticide Spray	Recovery Medicine Base No Item	Recovery Medicine Base Blue Herb No Item
7	First Aid Spray	First Aid Spray	First Aid Spray Yellow Chemical Bottle	Green Herb Handgun Magazine Axe
8	Green Herb	Green Herb Handgun Magazine No Item	Green Herb Shotgun E Iron Pipe	Shotgun E Crutch Empty Chemical Bottle Green Herb
9	Flame Rounds	Flame Rounds	Shotgun Rounds Stick	Shotgun Rounds Empty Chemical Bottle No Item
10	First Aid Spray	First Aid Spray	First Aid Spray Pesticide Spray Medicine Base No Item	First Aid Spray Pesticide Spray Green Herb No Item
11	Iron Pipe	Iron Pipe Flame Rounds	Iron Pipe Shotgun E	Iron Pipe Shotgun E Axe First Aid Spray Handgun Rounds Blue Herb
12	Blue Herb	No Item	Auxiliary Building Key	Auxiliary Building Key
13	No Item	No Item	No Item	Handgun SG Handgun Green Herb Blue Herb No Item



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## HOSPITAL 2F

### ITEM LIST: Hospital 2F

No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb No Item	Concrete Piece Red Herb Pesticide Spray	Blue Herb Handgun Magazine No Item
2	Yellow Chemical Bottle	Yellow Chemical Bottle Green Herb No Item	Yellow Chemical Bottle Shotgun Rounds Green Herb	Broken Crutch Yellow Chemical Bottle No Item
3	Axe	Axe	Stick Shotgun E Blue Herb	Crutch Shotgun Rounds Butcher Knife No Item
4	Concrete Piece	Concrete Piece	Concrete Piece Stick Yellow Chemical Bottle	Concrete Piece Wooden Pole No Item
5	Pesticide Spray	No Item	Pesticide Spray Shotgun E First Aid Spray No Item	Long Pole Crutch No Item
6	Red Herb	Red Herb	Green Herb Lighter	Concrete Piece Handgun SG Handgun No Item
7	Yellow Chemical Bottle	Yellow Chemical Bottle No Item	Yellow Chemical Bottle Iron Pipe Green Herb	Yellow Chemical Bottle Pesticide Spray No Item
8	Flame Rounds	Handgun No Item	Shotgun E Green Herb Wooden Pole No Item	Yellow Chemical Bottle Handgun Magazine Concrete Piece

No.	EASY	NORMAL	HARD	VERY HARD
9	Stick	Stick	Stick Concrete Piece	Stick
10	Shotgun Rounds	Green Herb First Aid Spray	Green Herb	Green Herb
11	Grenade Launcher-Flame Rounds	Grenade Launcher-Flame Rounds	Iron Pipe Curved Iron Pipe Wooden Pole	Handgun SG Magazine Empty Chemical Bottle No Item
12	Empty Chemical Bottle	Empty Chemical Bottle	Empty Chemical Bottle	Empty Chemical Bottle Green Herb No Item
13	Concrete Piece	Shotgun Rounds Yellow Chemical Bottle Green Herb	Blue Herb Handgun Rounds	Green Herb Handgun SG Magazine Concrete Piece No Item
14	Shotgun E Handgun	Handgun Shotgun E Yellow Chemical Bottle	Handgun Magazine Handgun SG Wooden Pole Handgun Rounds	Iron Pipe Iron Pipe Crutch
15	Scrub Brush	Scrub Brush	Recovery Medicine Base Yellow Chemical Bottle Green Herb No Item	Blue Herb Wooden Pole Long Pole
16	Handgun	Yellow Chemical Bottle Handgun First Aid Spray	Recovery Medicine	Recovery Medicine Pesticide Spray Handgun Rounds
17	Butcher Knife	Butcher Knife	Butcher Knife No Item	No Item
18	No Item	No Item	Grenade Launcher-Flame Rounds Axe Flame Rounds	First Aid Spray Handgun Rounds Shotgun E
19	Green Herb	Green Herb Handgun Rounds Iron Pipe	Green Herb Wooden Pole Scrub Brush No Item	Iron Pipe Iron Pipe Wooden Pole Crutch

No.	EASY	NORMAL	HARD	VERY HARD
20	Blue Herb Red Herb Green Herb	Blue Herb	Green Herb Pesticide Spray	Green Herb Handgun SG Magazine Concrete Piece No Item
21	Iron Pipe	Iron Pipe Curved Iron Pipe	Curved Iron Pipe Iron Pipe Concrete Piece No Item	Stick Crutch Wooden Pole
22	First Aid Spray	First Aid Spray No Item	Green Herb Syringe (Solvent)	Butcher Knife Pesticide Spray Handgun Magazine
23	Long Pole	Long Pole	Stick Green Herb Long Pole	Pesticide Spray Handgun Rounds Green Herb No Item
24	Recovery Medicine Base	Recovery Medicine Base	Empty Chemical Bottle Recovery Medicine Base First Aid Spray	Empty Chemical Bottle Green Herb Stick
25	Handgun Rounds	Handgun Rounds Shotgun Rounds	Handgun Rounds Handgun SG Handgun Magazine	Handgun Rounds Handgun SG Empty Chemical Bottle Recovery Medicine
26	Concrete Piece	Concrete Piece	Concrete Piece Stick	Iron Pipe Iron Pipe Stick No Item
27	First Aid Spray	First Aid Spray	Blue Herb Green Herb	Concrete Piece Green Herb Stick Handgun Rounds
28	Crutch	Crutch	Concrete Piece Yellow Chemical Bottle Iron Pipe	Concrete Piece Handgun SG Magazine Blue Herb
29	Green Herb Blue Herb	Handgun Magazine Green Herb No Item	Scrub Brush Lighter	Red Herb Green Herb No Item
30	Handgun Shotgun E	Shotgun E Handgun	Handgun SG Handgun Rounds Handgun Magazine	Handgun SG Broken Crutch Recovery Medicine Concrete Piece
31	First Aid Spray	First Aid Spray	First Aid Spray No Item	Pesticide Spray Empty Chemical Bottle Stick No Item
32	Handgun	Yellow Chemical Bottle	Rusty Key	Lighter
33	Concrete Piece	Concrete Piece	Syringe (Solvent)	Syringe (Solvent) Empty Chemical Bottle
34	Syringe (Solvent)	Iron Pipe Handgun Rounds No Item	Long Pole Recovery Medicine Base	Syringe (Solvent) Broken Crutch No Item
35	First Aid Spray	First Aid Spray	Green Herb Blue Herb	Pesticide Spray Handgun Rounds Green Herb
36	Blue Herb	Green Herb Handgun Rounds No Item	Syringe (Solvent) Green Herb	Syringe (Solvent) Green Herb



## HOSPITAL 1F

### ITEM LIST: Hospital 1F

No.	EASY	NORMAL	HARD	VERY HARD
1	First Aid Spray	First Aid Spray	Green Herb No Item	Green Herb Handgun Red Herb
2	No Item	Green Herb	Handgun Magazine Blue Herb Green Herb No Item	Iron Pipe No Item
3	Blue Herb Red Herb	Blue Herb	Blue Herb No Item	Handgun Antidote No Item
4	Green Herb	Green Herb	Green Herb	Green Herb
5	Pesticide Spray	Pesticide Spray	Pesticide Spray Concrete Piece Butcher Knife	No Item
6	Crutch	Crutch	Crutch Concrete Piece	Concrete Piece
7	Shotgun E First Aid Spray	First Aid Spray Shotgun E	Handgun Magazine Wooden Pole Empty Chemical Bottle Red Herb	Syringe (Solvent) Handgun SG Magazine Empty Chemical Bottle

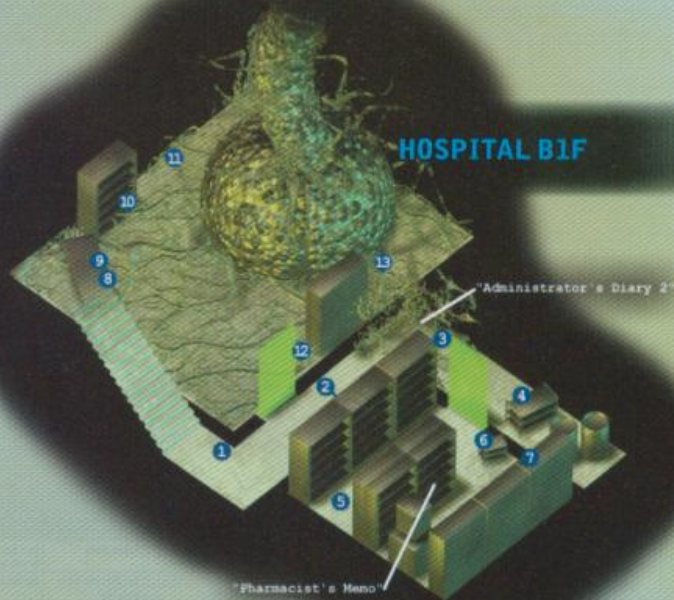
No.	EASY	NORMAL	HARD	VERY HARD
8	Antidote	Antidote	Butcher Knife Handgun Magazine No Item	Syringe (Solvent) Recovery Medicine Base Handgun SG Magazine
9	Handgun	Handgun Rounds Handgun	Handgun Rounds	Syringe (Solvent) Handgun
10	Green Herb Red Herb	Green Herb	Green Herb Handgun Rounds No Item	No Item
11	Green Herb	Syringe (Solvent)	Green Herb First Aid Spray No Item	Handgun Butcher Knife No Item
12	Syringe (Solvent)	Syringe (Solvent)	Syringe (Solvent) Handgun Magazine	Syringe (Solvent) Antidote
13	First Aid Spray	Blue Herb First Aid Spray	First Aid Spray Red Herb Pesticide Spray Blue Herb	Recovery Medicine Base No Item
14	Syringe (Solvent)	Syringe (Solvent)	Syringe (Solvent)	Syringe (Solvent)
15	Syringe (Solvent)	Syringe (Solvent)	Syringe (Solvent)	Empty Chemical Bottle Green Herb No Item
16	Handgun Rounds	Handgun Handgun Rounds Shotgun Rounds	Syringe (Solvent) Handgun Rounds Butcher Knife	Syringe (Solvent) Antidote
17	Recovery Medicine Base x2	Recovery Medicine Base x2	Syringe (Solvent)	Recovery Medicine Base Handgun SG Magazine No Item

No.	EASY	NORMAL	HARD	VERY HARD
18	First Aid Spray	First Aid Spray	Red Herb First Aid Spray No Item	Handgun SG Magazine Empty Chemical Bottle No Item
19	Concrete Piece	Concrete Piece	Empty Chemical Bottle Pesticide Spray No Item	Concrete Piece Shotgun Rounds
20	Concrete Piece	Concrete Piece	Concrete Piece No Item	Concrete Piece Iron Pipe No Item
21	Iron Pipe	Iron Pipe Curved Iron Pipe	Scrub Brush	Iron Pipe Shotgun E Empty Chemical Bottle No Item
22	First Aid Spray	First Aid Spray	First Aid Spray	Handgun Rounds No Item
23	Crutch	Crutch	Crutch Green Herb	Crutch Iron Pipe Iron Pipe No Item
24	Concrete Piece	Concrete Piece	Concrete Piece Scrub Brush	Scrub Brush Concrete Piece
25	Empty Chemical Bottle	Empty Chemical Bottle	Recovery Medicine Base	Empty Chemical Bottle Recovery Medicine Base Yellow Chemical Bottle No Item
26	Administrator's Office Key	Administrator's Office Key	Antidote	First Aid Spray No Item
27	Yellow Chemical Bottle	Yellow Chemical Bottle	Yellow Chemical Bottle	Green Herb Red Herb
28	First Aid Spray Shotgun E	First Aid Spray	Hammer	Chemical Bottle (Solvent)
29	Green Herb	Handgun Magazine Green Herb	Green Herb No Item	Handgun Magazine No Item
30	Red Herb	Shotgun E Blue Herb	Red Herb	Iron Pipe Curved Iron Pipe Handgun SG
31	Empty Chemical Bottle	Empty Chemical Bottle	Handgun SG Magazine Empty Chemical Bottle	Recovery Medicine Base Stick No Item
32	Green Herb	Green Herb	Red Herb	Green Herb No Item No Item
33	Red Herb Green Herb Blue Herb	Blue Herb	Green Herb	Blue Herb No Item
34	No Item	Handgun Rounds No Item	Crutch Green Herb No Item	Recovery Medicine Base Concrete Piece Blue Herb



## ITEM LIST: Hospital B1F

No.	EASY	NORMAL	HARD	VERY HARD
1	Lighter	Concrete Piece	Concrete Piece	Concrete Piece
2	Syringe (Solvent)	No Item	No Item	No Item
3	Shotgun Rounds	Green Herb	Green Herb	Green Herb
4	Antidote	Recovery Medicine Base	Antidote	Stick
5	Auxiliary Building Key	Auxiliary Building Key	Administrator's Office Key	Administrator's Office Key
6	Syringe (Empty)	Syringe (Empty)	Recovery Medicine	Empty Chemical Bottle
7	Empty Chemical Bottle	Empty Chemical Bottle	Red Herb	Yellow Chemical Bottle
8	Handgun	No Item	Handgun	Handgun SG
9	No Item	Yellow Chemical Bottle	No Item	Stick
10	Chemical Bottle (Solvent)	Empty Chemical Bottle	Empty Chemical Bottle	Empty Chemical Bottle
11	No Item	No Item	Flame Rounds	Rusty Key
12	Empty Chemical Bottle	Green Herb	Green Herb	Green Herb
13	Blue Herb	Lighter	Lighter	Recovery Medicine Base



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## ITEM LIST: River Bank

No.	EASY	NORMAL	HARD	VERY HARD
1	Long Pole	Long Pole	Shotgun E	Long Pole
2	Handgun Rounds	Handgun Rounds	Handgun Rounds	No Item
3	Red Herb	No Item	Green Herb	Green Herb
4	No Item	No Item	Recovery Medicine	Recovery Medicine
5	Green Herb	Green Herb	Red Herb	Blue Herb
6	Iron Pipe	Iron Pipe	No Item	No Item

## ITEM LIST: Big Suspension Bridge

No.	EASY	NORMAL	HARD	VERY HARD
1	Blue Herb	Blue Herb	Blue Herb	Red Herb
2	Green Herb	Red Herb	No Item	Recovery Medicine
3	Shotgun Rounds	Shotgun Rounds	No Item	Recovery Medicine
4	Blue Herb	Green Herb	Green Herb	Blue Herb





## R.P.D. 2F

### ITEM LIST: R.P.D. 2F

No.	EASY	NORMAL	HARD	VERY HARD
1	Red Herb	Red Herb Battery	Shotgun Rounds	Handgun Rounds Recovery Medicine No Item
2	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister No Item	Anti Virus No Item
3	No Item	No Item	Handgun Rounds Green Herb	Gas Neutralizing Canister Handgun HP Joker Key No Item
4	First Aid Spray	Blue Herb	Handgun HP Handgun No Item	No Item

No.	EASY	NORMAL	HARD	VERY HARD
5	Green Herb Blue Herb	Green Herb	Green Herb	Red Herb Green Herb
6	No Item	Gas Neutralizing Canister	Gas Neutralizing Canister No Item	No Item
7	Ruby Plate	Ruby Plate	Emerald Plate Amethyst Plate	Acn Key
8	Green Herb	Handgun Rounds No Item	Handgun Rounds Green Herb Anti Virus	Handgun Rounds Joker Key Battery No Item
9	No Item	No Item	No Item	Ruby Plate Emerald Plate Onyx Plate
9	Magnum Handgun	Magnum Handgun	Magnum Handgun First Aid Spray Sub Machine Gun	No Item
9	Magnum Handgun Rounds	Sub Machine Gun Magazine	Handgun Magazine Gas Neutralizing Canister Magnum Handgun Rounds No Item	No Item
10	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister No Item	Green Herb No Item
11	Handgun HP	Handgun HP No Item	Iron Pipe No Item	Iron Pipe Iron Pipe No Item
12	First Aid Spray	No Item	No Item	Blue Herb No Item

No.	EASY	NORMAL	HARD	VERY HARD
13	Blue Herb	Green Herb No Item	Handgun Rounds No Item	Green Herb
14	Green Herb First Aid Spray	Green Herb	Green Herb Blue Herb No Item	Green Herb Handgun Rounds No Item
15	No Item	Handgun HP Magazine Shotgun Rounds Handgun Rounds	Iron Pipe Green Herb No Item	Handgun Rounds Green Herb No Item
16	First Aid Spray	No Item	Iron Pipe Broken Shotgun No Item	Green Herb No Item
17	No Item	First Aid Spray No Item	First Aid Spray No Item	Recovery Medicine
18	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister No Item	Anti Virus No Item
19	Green Herb First Aid Spray	Blue Herb	Green Herb Survival Knife	Green Herb No Item
20	No Item	No Item	No Item	Gas Neutralizing Canister No Item
21	Burst Handgun	Burst Handgun	Burst Handgun Shotgun Rounds First Aid Spray	Handgun Handgun HP Shotgun Rounds No Item
22	Film B	Film B	Film B	Film B
23	First Aid Spray	First Aid Spray	First Aid Spray No Item	Joker Key Handgun Rounds Red Herb No Item
24	Burst Handgun Magazine	Sub Machine Gun Magazine	Gas Neutralizing Canister Handgun Magazine	Handgun Rounds Handgun HP Magazine No Item
25	Shotgun	Shotgun	Shotgun Sub Machine Gun	Shotgun No Item
26	Shotgun Rounds	Shotgun Rounds	Sub Machine Gun Magazine Magnum Handgun Rounds No Item	Sub Machine Gun Magazine Shotgun Rounds Burst Handgun No Item
27	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister No Item	Shotgun Rounds No Item
28	Anti Virus	Anti Virus	Joker Key	Handgun Rounds Broken Handgun No Item
29	Plywood Board x6	Plywood Board x5	Plywood Board x5	Plywood Board x4
30	Handgun Rounds	No Item	Handgun Rounds Magnum Handgun	Shotgun Sub Machine Gun Sub Machine Gun Magazine Magnum Handgun Rounds
31	No Item	No Item	No Item	Gas Neutralizing Canister No Item
32	Gas Neutralizing Canister	No Item	No Item	No Item

## R.P.D. 1F

### ITEM LIST: R.P.D. 1F

No.	EASY	NORMAL	HARD	VERY HARD
1	Gas Neutralizing Canister	Recovery Medicine Base	No Item	No Item
2	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister No Item	No Item
3	Handgun Rounds	No Item	No Item	No Item
4	Handgun HP	Handgun HP No Item	Shotgun Rounds Anti Virus Handgun Rounds No Item	No Item
5	Anti Virus	Anti Virus	No Item	No Item
6	Unicorn Medal	Unicorn Medal	Unicorn Medal	Unicorn Medal
7	First Aid Spray	No Item	No Item	No Item
8	Green Herb	Green Herb	Green Herb	Green Herb

No.	EASY	NORMAL	HARD	VERY HARD
9	Green Herb Blue Herb	Green Herb Blue Herb	Blue Herb No Item	No Item
10	No Item	No Item	Iron Pipe No Item	Green Herb No Item
11	Handgun Rounds Handgun HP Magazine	Handgun Rounds Handgun HP Magazine	Green Herb No Item	Anti Virus No Item
12	Anti Virus	Anti Virus	Anti Virus Recovery Medicine Base No Item	Recovery Medicine Recovery Medicine Base No Item
13	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds Handgun Rounds	Handgun Broken Handgun Handgun HP Magazine Handgun Rounds
14	First Aid Spray	First Aid Spray	Recovery Medicine First Aid Spray	Handgun Rounds Survival Knife Handgun Magazine Handgun HP Magazine

No.	EASY	NORMAL	HARD	VERY HARD
15	Green Herb	Green Herb	Green Herb Shotgun Rounds Handgun Rounds	Green Herb Handgun
16	Green Herb	Blue Herb	Blue Herb Red Herb Survival Knife	Green Herb Red Herb Blue Herb
17	Handgun Rounds	Handgun Rounds	Handgun HP Magazine Handgun Magazine	Stick
18	Red Herb	Red Herb	Red Herb Blue Herb	Red Herb Green Herb Stick
19	Blue Herb Green Herb	Blue Herb	Blue Herb Green Herb	Blue Herb
20	Green Herb Blue Herb	Green Herb	Green Herb	Green Herb Handgun HP
21	Green Herb	Green Herb	Green Herb	Green Herb Blue Herb
22	Green Herb	Green Herb	Green Herb	Green Herb Blue Herb
23	No Item	No Item	No Item	Handgun Rounds Gas Neutralizing Canister No Item
24	Plywood Board	Handgun Rounds	Stick	Stick
25	Survival Knife	Survival Knife	Stick	Battery Recovery Medicine Base Handgun HP Magazine Handgun Rounds
26	Film A	Film A	Film A	Film A
27	Padlock Key	Padlock Key	Padlock Key	Padlock Key
28	Green Herb	Green Herb	Green Herb Blue Herb	Green Herb
29	Stick	Stick	Survival Knife Blue Herb	Stick Red Herb
30	Battery	Battery Red Herb	Handgun Magazine Handgun HP Magazine	Handgun HP Magazine Battery Handgun Rounds
31	Square Timber	Square Timber	Broken Shotgun Square Timber Iron Pipe	Square Timber
32	First Aid Spray Green Herb Blue Herb	Green Herb	Handgun Rounds No Item	Green Herb No Item
33	Handgun Rounds Handgun HP Magazine	Handgun Rounds	Battery Shotgun Rounds	Blue Herb Handgun HP Magazine No Item
34	Square Timber	Square Timber Green Herb	Handgun Rounds Green Herb	Square Timber Blue Herb
35	Onyx Plate	Onyx Plate	Secret File	Secret File
36	Green Herb	Green Herb Blue Herb	Green Herb Handgun HP Handgun No Item	Stick Green Herb No Item
37	45 Auto Rounds	45 Auto Rounds	No Item	Green Herb Red Herb No Item



No.	EASY	NORMAL	HARD	VERY HARD
38	Magnum Handgun	Magnum Handgun	Burst Handgun	Broken Handgun Stick Recovery Medicine
39	Recovery Medicine	Recovery Medicine	Recovery Medicine	Recovery Medicine Handgun Rounds Shotgun Rounds
40	Gas Neutralizing Canister x2	Gas Neutralizing Canister	Gas Neutralizing Canister No Item	No Item
41	Handgun HP	Handgun HP No Item	Green Herb No Item	Stick Green Herb Handgun Magazine
42	First Aid Spray	No Item	No Item	No Item
43	Handgun Rounds Handgun HP Magazine	Handgun Rounds	No Item	Handgun Magazine Handgun Rounds Stick
44	Blue Herb Green Herb	Green Herb No Item	Blue Herb No Item	Blue Herb No Item
45	Iron Pipe	Iron Pipe	Iron Pipe No Item	Green Herb Iron Pipe Handgun Rounds
46	Green Herb	Green Herb	Green Herb No Item	Green Herb No Item
47	Handgun Rounds	Handgun HP Magazine	Handgun Rounds	Burst Handgun Handgun HP Magazine Recovery Medicine Handgun Rounds
48	Handgun	Handgun	Handgun	Handgun Rounds No Item
49	Green Herb First Aid Spray	Blue Herb	Green Herb Survival Knife	Green Herb No Item
50	Handgun Rounds No Item	Handgun Rounds No Item	First Aid Spray Green Herb No Item	Handgun HP Green Herb Handgun No Item
51	Handgun Rounds No Item	Handgun Rounds No Item	Blue Herb Green Herb Red Herb No Item	Handgun Rounds Handgun HP Magazine Blue Herb No Item
52	Lighter	Handgun Rounds No Item	Handgun Rounds No Item	Iron Pipe Iron Pipe No Item

No.	EASY	NORMAL	HARD	VERY HARD
53	Red Herb	Battery Red Herb	Red Herb No Item	Blue Herb Recovery Medicine Base No Item
54	Magnum Handgun	Magnum Handgun	Gas Neutralizing Canister Burst Handgun Magnum Handgun Sub Machine Gun Magazine	Burst Handgun Magnum Handgun Rounds Sub Machine Gun Magazine
55	First Aid Spray	First Aid Spray	First Aid Spray Recovery Medicine No Item	First Aid Spray Recovery Medicine Handgun HP Magazine
56	Shotgun	Shotgun	Shotgun Sub Machine Gun	Magnum Handgun Rounds Burst Handgun Handgun HP Magazine
57	First Aid Spray	First Aid Spray	First Aid Spray No Item	Recovery Medicine Base Green Herb No Item
58	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister No Item	Handgun Rounds No Item
59	Handgun Rounds	Handgun Rounds No Item	Handgun Rounds No Item	Handgun HP Magazine Handgun Rounds Handgun Magazine No Item
60	Amethyst Plate	Amethyst Plate	Ruby Plate Onyx Plate	Onyx Plate Amethyst Plate Ruby Plate
61	Green Herb Blue Herb	Green Herb	Green Herb Green Herb Survival Knife No Item	Red Herb Green Herb Broken Handgun No Item
62	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister No Item	Red Herb No Item
63	Burst Handgun	Burst Handgun	Shotgun Rounds	Shotgun Rounds Handgun Rounds

No.	EASY	NORMAL	HARD	VERY HARD
64	No Item	Square Timber No Item	Green Herb Iron Pipe	Iron Pipe Iron Pipe Green Herb Square Timber Survival Knife
65	No Item	Lighter	Red Herb Blue Herb No Item	Anti Virus Handgun Rounds No Item
66	Handgun HP Magazine	Burst Handgun Magazine	Burst Handgun Magazine Shotgun Rounds	Anti Virus Survival Knife No Item
67	Shotgun	45 Auto Magazine	45 Auto Magazine	Handgun Rounds Shotgun Rounds Handgun HP Magazine
67	Joker Key	Joker Key	Joker Key	Joker Key
68	No Item	No Item	Recovery Medicine No Item	Square Timber Battery No Item
69	Handgun HP Magazine Handgun Rounds	Handgun HP Magazine	Stick	Handgun Blue Herb Red Herb Green Herb No Item
70	Iron Pipe	Iron Pipe	Battery Iron Pipe Green Herb No Item	Green Herb No Item
71	No Item	No Item	Iron Pipe No Item	Shotgun Rounds Iron Pipe No Item
72	No Item	No Item	No Item	Gas Neutralizing Canister No Item
73	No Item	First Aid Spray No Item	Handgun Rounds Red Herb No Item	Blue Herb Handgun Rounds Green Herb No Item
74	Blue Herb No Item	Green Herb No Item	Battery No Item	Recovery Medicine Base Blue Herb No Item

INTRODUCTION

GAME BASICS

CHARACTERS

MONSTERS

WEAPONS

RECOVERY ITEMS

KEY ITEMS

SCENARIOS

ELIMINATIONS &amp; SHOWDOWN

NETWORK PLAY MODE

SPECIAL ITEMS

COLLECTION

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## ITEM LIST: R.P.D. B1F

No.	EASY	NORMAL	HARD	VERY HARD
1	Survival Knife	Survival Knife	Recovery Medicine	Survival Knife Handgun Rounds
2	No Item	No Item	Iron Pipe Handgun Rounds	Iron Pipe Iron Pipe No Item
3	No Item	No Item	No Item	Gas Neutralizing Canister No Item
4	Battery	Red Herb Battery	Green Herb Handgun Battery	Handgun Magazine Square Timber Handgun Rounds
5	Green Herb Blue Herb	Green Herb	Red Herb Handgun Rounds No Item	Green Herb No Item
6	Green Herb	Green Herb	Anti Virus Green Herb No Item	Green Herb No Item
7	Green Herb Blue Herb	Green Herb	Square Timber Broken Shotgun Handgun Rounds Iron Pipe Green Herb	Battery Survival Knife Handgun Rounds Green Herb
8	First Aid Spray	First Aid Spray No Item	First Aid Spray No Item	Handgun Magazine Green Herb
9	Recovery Medicine Base	Recovery Medicine Base	Recovery Medicine Base Anti Virus	Blue Herb Handgun HP No Item
10	Emerald Plate	Emerald Plate	Amethyst Plate Ruby Plate Emerald Plate	Amethyst Plate Ruby Plate Emerald Plate
11	Shotgun Rounds	Shotgun Rounds Handgun HP Magazine	Shotgun Rounds Handgun Rounds	Recovery Medicine Base Handgun Rounds Handgun Magazine No Item

No.	EASY	NORMAL	HARD	VERY HARD
12	Battery	Battery	Magnum Handgun Rounds Sub Machine Gun Magazine Gas Neutralizing Canister	Red Herb Green Herb No Item
13	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister No Item	No Item
14	Gas Neutralizing Canister	Gas Neutralizing Canister	No Item	No Item
15	Green Herb	Green Herb	Battery No Item	Green Herb No Item
16	Secret File	Secret File	Recovery Medicine Handgun Rounds	Survival Knife Joker Key Recovery Medicine Base Handgun Rounds
17	Iron Pipe	Iron Pipe	Blue Herb Green Herb Red Herb No Item	Iron Pipe Iron Pipe Battery Recovery Medicine Base
18	Green Herb Blue Herb	Green Herb Blue Herb	Handgun Rounds Square Timber	Green Herb Battery
19	Handgun Rounds	Handgun Rounds	Handgun Rounds	Handgun Rounds Square Timber
20	First Aid Spray	First Aid Spray	Iron Pipe	Shotgun Rounds No Item
21	First Aid Spray	No Item	No Item	No Item
22	Gas Neutralizing Canister x2	Gas Neutralizing Canister	Gas Neutralizing Canister No Item	No Item
23	Handgun HP	Handgun HP No Item	Handgun HP Handgun No Item	Handgun Rounds Survival Knife Handgun Magazine
24	No Item	Green Herb No Item	Green Herb	Iron Pipe Iron Pipe No Item
25	Blue Herb No Item	Blue Herb	Handgun Rounds No Item	Square Timber No Item
26	Sub Machine Gun Magazine	Magnum Handgun Rounds	Sub Machine Gun Magazine Burst Handgun No Item	Handgun HP Magazine Handgun Rounds Handgun HP Magazine

No.	EASY	NORMAL	HARD	VERY HARD
27	Sub Machine Gun	Sub Machine Gun	Sub Machine Gun Shotgun No Item	Sub Machine Gun Shotgun
28	First Aid Spray	First Aid Spray	First Aid Spray Handgun Rounds	Recovery Medicine First Aid Spray
29	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds Magnum Handgun Rounds	Shotgun Rounds Sub Machine Gun Magazine Handgun Handgun HP Handgun Rounds
30	Film D	Film D	Film D	Film D
31	Blue Herb	Blue Herb Green Herb	Blue Herb	Blue Herb No Item
32	Green Herb	Green Herb	Green Herb	Green Herb
33	Red Herb	Red Herb	Red Herb Iron Pipe	Battery Iron Pipe Recovery Medicine Base No Item
34	Gas Neutralizing Canister	Anti Virus	Anti Virus Recovery Medicine Base No Item	Blue Herb Red Herb No Item
35	Handgun Rounds	Handgun Rounds Shotgun Rounds	Handgun Battery Handgun HP No Item	Green Herb Survival Knife Anti Virus Handgun Magazine
36	Green Herb	Green Herb No Item	Green Herb No Item	Blue Herb Battery
37	First Aid Spray	First Aid Spray No Item	Survival Knife First Aid Spray No Item	Green Herb No Item
38	Handgun HP Magazine	Handgun Rounds Shotgun Rounds Handgun HP Magazine	Handgun Rounds	Handgun Rounds Handgun Magazine No Item
39	No Item	No Item	No Item	Gas Neutralizing Canister No Item
40	Iron Pipe	Iron Pipe	Iron Pipe Broken Shotgun Square Timber	Square Timber No Item
41	Gas Neutralizing Canister	Gas Neutralizing Canister	Gas Neutralizing Canister No Item	Recovery Medicine Base Burst Handgun Magazine Recovery Medicine Base No Item
42	45 Auto Rounds	No Item	Onyx Plate Emerald Plate	Emerald Plate Onyx Plate Amethyst Plate
43	Film C	Film C	Film C	Film C
44	Ace Key	Ace Key	Ace Key	Handgun Rounds Shotgun Rounds Sub Machine Gun No Item
45	Red Herb	Red Herb	Blue Herb No Item	Burst Handgun Magazine No Item
46	Green Herb	Green Herb	Green Herb	Green Herb Red Herb No Item
47	Blue Herb	Blue Herb	Blue Herb No Item	Blue Herb
48	Sapphire Plate	Sapphire Plate	Sapphire Plate	Sapphire Plate
49	Recovery Medicine	Recovery Medicine	First Aid Spray	Recovery Medicine
50	Magnum Handgun	Magnum Handgun	Magnum Handgun	Magnum Handgun
51	First Aid Spray	First Aid Spray	Recovery Medicine	Recovery Medicine
52	Sub Machine Gun	Sub Machine Gun	Sub Machine Gun	Sub Machine Gun
53	No Item	No Item	No Item	Gas Neutralizing Canister No Item



## UMBRELLA RESEARCH FACILITY 2F



### ITEM LIST: Umbrella Research Facility 2F

No.	EASY	NORMAL	HARD	VERY HARD
1	First Aid Spray	No Item	Anti Virus First Aid Spray	First Aid Spray
2	MO Disk	MO Disk	No Item	Alcohol Bottle No Item
3	Handgun Rounds	Handgun Rounds	Handgun Magazine Alcohol Bottle Broken Handgun No Item	Handgun Rounds Broken Handgun No Item
4	Lighter	Lighter	Handgun Rounds Handgun Lighter	Recovery Medicine No Item
5	Blue Herb	Blue Herb	Blue Herb Green Herb	Blue Herb Green Herb No Item
6	Green Herb	Green Herb	First Aid Spray Anti Virus Recovery Medicine Base	Green Herb No Item

### ITEM LIST: Umbrella Research Facility 1F

No.	EASY	NORMAL	HARD	VERY HARD
1	No Item	No Item	No Item	MO Disk Burst Rounds No Item
2	First Aid Spray x4	No Item	No Item	No Item
3	Handgun Rounds	No Item	No Item	No Item
4	Handgun	No Item	No Item	No Item
5	Curved Iron Pipe	Curved Iron Pipe Iron Pipe No Item	Iron Pipe No Item	Long Pole Handgun Rounds No Item
6	No Item	Iron Pipe No Item	Green Herb Handgun	Green Herb No Item
7	Iron Pipe	Iron Pipe Curved Iron Pipe No Item	Iron Pipe No Item	Long Pole No Item
8	No Item	No Item	No Item	MO Disk Burst Rounds No Item
9	No Item	No Item	No Item	Green Herb Handgun Recovery Medicine
10	Battery	Handgun Rounds Iron Pipe No Item	Handgun Rounds First Aid Spray	Green Herb Long Pole No Item
11	Examination Room Key	Examination Room Key	Examination Room Key	Examination Room Key
12	No Item	No Item	No Item	Recovery Medicine MO Disk No Item
13	Handgun	Handgun	Handgun MO Disk No Item	Recovery Medicine Base Gray Chemical Bottle Yellow Chemical Bottle No Item
14	Blue Herb	Blue Herb	Green Herb Blue Herb	MO Disk Green Herb No Item
15	First Aid Spray	First Aid Spray	First Aid Spray Handgun Rounds	Alcohol Bottle Recovery Medicine Gray Chemical Bottle No Item
16	No Item	First Aid Spray	No Item	No Item
17	Gray Chemical Bottle	Handgun Rounds No Item	Gray Chemical Bottle MO Disk	Gray Chemical Bottle Yellow Chemical Bottle No Item
18	Yellow Chemical Bottle	Yellow Chemical Bottle	Yellow Chemical Bottle MO Disk Green Herb	Yellow Chemical Bottle Broken Handgun Lighter No Item
19	No Item	No Item	Gray Chemical Bottle Green Herb No Item	Blue Herb Green Herb No Item
20	First Aid Spray	Red Herb	Red Herb Handgun No Item	Burst Rounds Handgun Rounds Recovery Medicine Base No Item
21	Green Herb	Green Herb	Red Herb Yellow Chemical Bottle Lighter Recovery Medicine Base No Item	Gray Chemical Bottle Handgun No Item
22	Blue Herb	Blue Herb	Blue Herb Green Herb No Item	Green Herb Blue Herb No Item
23	No Item	No Item	Handgun No Item	MO Disk Handgun Green Herb No Item
24	Shotgun	Green Herb Shotgun	MO Disk	Handgun MO Disk Alcohol Bottle No Item

## UMBRELLA RESEARCH FACILITY 1F



No.	EASY	NORMAL	HARD	VERY HARD
25	No Item	First Aid Spray	Gray Chemical Bottle Yellow Chemical Bottle No Item	Green Herb Blue Herb No Item
26	No Item	No Item	MO Disk No Item	Gray Chemical Bottle MO Disk No Item
27	Gray Chemical Bottle	First Aid Spray Gray Chemical Bottle	Gray Chemical Bottle Red Herb No Item	Handgun Rounds Gray Chemical Bottle Recovery Medicine Base No Item
28	Green Herb	Shotgun Green Herb	Green Herb Gray Chemical Bottle No Item	MO Disk Green Herb Gray Chemical Bottle No Item
29	First Aid Spray	Gray Chemical Bottle First Aid Spray	Green Herb Gray Chemical Bottle No Item	Handgun Rounds Alcohol Bottle Burst Rounds No Item
30	No Item	Battery	MO Disk Gray Chemical Bottle No Item	MO Disk Handgun No Item
31	ID Card Lv1	ID Card Lv1	ID Card Lv1	ID Card Lv1
32	Green Herb	Green Herb	Green Herb	Green Herb No Item
33	Green Herb	Green Herb	Green Herb	Green Herb No Item
34	First Aid Spray	Green Herb	No Item	Handgun Rounds No Item
35	No Item	Battery	Lighter No Item	Deck Brush No Item
36	Yellow Chemical Bottle	Yellow Chemical Bottle	Battery Handgun Rounds No Item	Gray Chemical Bottle Iron Pipe No Item
37	Handgun Rounds	Handgun Rounds	Handgun Handgun Rounds Lighter Handgun Magazine	Handgun Rounds No Item
38	Newspaper 1	Newspaper 1	Newspaper 1 Handgun Magazine Handgun No Item	Recovery Medicine Green Herb No Item
39	Green Herb	Green Herb	Handgun Rounds Recovery Medicine No Item	Green Herb Blue Herb No Item
40	No Item	No Item	Green Herb Blue Herb	Recovery Medicine Green Herb No Item
41	Alcohol Bottle	Alcohol Bottle	Alcohol Bottle Handgun Rounds Handgun Magazine	Broken Handgun Gray Chemical Bottle Yellow Chemical Bottle No Item
42	Shotgun Rounds	Shotgun Rounds	Handgun Rounds Handgun Magazine Green Herb No Item	Recovery Medicine Base Recovery Medicine Handgun Rounds No Item
43	Recovery Medicine	Recovery Medicine	Recovery Medicine Alcohol Bottle	Recovery Medicine Base No Item

No.	EASY	NORMAL	HARD	VERY HARD
44	Green Herb	Green Herb	Green Herb No Item	Handgun Rounds No Item
45	Green Herb	Green Herb	Green Herb	Green Herb
46	No Item	Iron Pipe Curved Iron Pipe No Item	Deck Brush Newspaper 1 Iron Pipe No Item	Newspaper 1 Curved Iron Pipe Iron Pipe No Item
47	No Item	First Aid Spray	First Aid Spray No Item	Green Herb No Item
48	First Aid Spray	First Aid Spray	First Aid Spray No Item	Green Herb No Item
49	No Item	No Item	No Item	First Aid Spray
50	Shotgun Rounds	Shotgun Rounds	Battery Iron Pipe Newspaper 1	Yellow Chemical Bottle Deck Brush Green Herb No Item
51	Crowbar	Crowbar	Crowbar	Iron Pipe No Item
52	Recovery Medicine Base	Recovery Medicine Base	Recovery Medicine Base No Item	No Item
53	Recovery Medicine Base	Recovery Medicine Base	Anti Virus No Item	Recovery Medicine Base Anti Virus No Item
54	Gray Chemical Bottle	Gray Chemical Bottle	Gray Chemical Bottle Anti Virus No Item	Green Herb No Item
55	Grenade Launcher-Acid Rounds	Grenade Launcher-Burst Rounds	Grenade Launcher-Burst Rounds	Grenade Launcher-Burst Rounds
56	Yellow Chemical Bottle	Yellow Chemical Bottle	Green Herb Battery Blue Herb	Recovery Medicine Base Yellow Chemical Bottle No Item
57	Green Herb	Green Herb	Green Herb Recovery Medicine Base	Green Herb No Item
58	Green Herb	Green Herb	Blue Herb Burst Rounds Battery	Gray Chemical Bottle Newspaper 1 No Item
59	ID Card Lv2	ID Card Lv2	ID Card Lv2	ID Card Lv2



# ITEM LIST: Umbrella Research Facility 1F (cont.)

No.	EASY	NORMAL	HARD	VERY HARD
60	No Item	No Item	No Item	Crowbar
61	Iron Pipe	Iron Pipe Curved Iron Pipe	Iron Pipe Newspaper 1 Burst Rounds Deck Brush	Iron Pipe Curved Iron Pipe No Item
62	Recovery Medicine Base	Recovery Medicine Base	Recovery Medicine Base First Aid Spray	Anti Virus No Item
63	Anti Virus	Anti Virus	Anti Virus No Item	Handgun Rounds Anti Virus Recovery Medicine Base No Item
64	No Item	Gray Chemical Bottle	Gray Chemical Bottle No Item	Yellow Chemical Bottle No Item

No.	EASY	NORMAL	HARD	VERY HARD
65	45 Auto Rounds	Green Herb	Green Herb No Item	Newspaper 1 Green Herb No Item
66	Model Grenade Launcher	Model Grenade Launcher	Model Grenade Launcher	Model Grenade Launcher
67	Red Herb	Red Herb	No Item	Green Herb No Item
68	No Item	Deck Brush	Deck Brush No Item	Green Herb Deck Brush No Item
69	Green Herb	Green Herb	Burst Rounds Iron Pipe No Item	Curved Iron Pipe Newspaper 1 Gray Chemical Bottle No Item
70	No Item	No Item	Green Herb Blue Herb	Green Herb No Item

No.	EASY	NORMAL	HARD	VERY HARD
71	Iron Pipe	Iron Pipe	Iron Pipe Recovery Medicine Base Blue Herb No Item	Green Herb Gray Chemical Bottle Iron Pipe No Item
72	No Item	No Item	MD Disk Gray Chemical Bottle No Item	No Item
73	No Item	No Item	Battery No Item	MD Disk No Item
74	No Item	No Item	Anti Virus Iron Pipe Burst Rounds	Deck Brush Green Herb No Item
75	No Item	No Item	No Item	Anti Virus First Aid Spray No Item



## WATER TREATMENT PLANT B1F

### ITEM LIST: Water Treatment Plant B1F

No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Green Herb	Green Herb
2	Green Herb	Green Herb	Green Herb	Anti Virus Recovery Medicine Base No Item
3	No Item	No Item	No Item	First Aid Spray No Item
4	First Aid Spray	Handgun Rounds	First Aid Spray No Item	Shotgun Rounds Lighter No Item
5	Iron Pipe	Iron Pipe Newspaper 2	Iron Pipe Curved Iron Pipe No Item	Iron Pipe No Item
6	Bomb Switch	Bomb Switch	Anti Virus Recovery Medicine Base No Item	Anti Virus Recovery Medicine Base No Item
7	No Item	Broken Handgun Iron Pipe No Item	Broken Handgun Curved Iron Pipe Iron Pipe Deck Brush Newspaper 2 First Aid Spray Stick	Iron Pipe Iron Pipe Deck Brush Newspaper 2 First Aid Spray Stick
8	Handgun Magazine Handgun Rounds	Handgun Magazine Handgun Rounds	Newspaper 2 Handgun Rounds	Handgun Rounds Newspaper 2 No Item
9	Red Herb	Red Herb	Red Herb No Item	Red Herb Recovery Medicine Base Green Herb No Item
10	Valve Handle (6-sided)	Valve Handle (6-sided)	Valve Handle (6-sided)	Valve Handle (6-sided)
11	Broken Shotgun	Broken Shotgun Newspaper 3	Broken Shotgun Shotgun	Shotgun No Item
12	Valve Handle (6-sided)	Valve Handle (6-sided)	Valve Handle (6-sided)	Valve Handle (6-sided)

No.	EASY	NORMAL	HARD	VERY HARD
12	Stick	Stick	Stick	Burst Rounds Wooden Pole No Item
13	Green Herb	Green Herb	Green Herb	Green Herb Handgun Rounds No Item
14	Battery	Battery	Battery Blue Herb Handgun Rounds	Antidote No Item
15	Newspaper 2	Newspaper 2 Iron Pipe	Red Herb Newspaper 2 Handgun Rounds No Item	Broken Handgun Newspaper 2 No Item
16	Handgun Rounds	Handgun Magazine Handgun Rounds	Handgun Rounds Battery	Handgun Rounds No Item
17	Alcohol Bottle	Alcohol Bottle	Red Herb No Item	Green Herb Battery Handgun Rounds No Item
18	Magnum Revolver	Magnum Revolver	Magnum Revolver First Aid Spray	Bomb Switch No Item
19	Red Herb	Blue Herb	Blue Herb Green Herb Battery No Item	Recovery Medicine Base Green Herb Red Herb
20	Antidote	No Item	Recovery Medicine Handgun Rounds No Item	Handgun Rounds Recovery Medicine No Item
21	Deck Brush	Deck Brush	Deck Brush Newspaper 2 First Aid Spray No Item	Stick Deck Brush Long Pole No Item
22	First Aid Spray	First Aid Spray	First Aid Spray No Item	Shotgun Rounds Blue Herb No Item
23	Handgun Rounds Shotgun Rounds	Shotgun Rounds	Shotgun Rounds First Aid Spray Burst Rounds	Shotgun Rounds No Item
24	Blue Herb	No Item	Stick No Item	Deck Brush No Item
25	Battery	Battery	Burst Rounds Alcohol Bottle	Green Herb Alcohol Bottle Antidote No Item
26	Stick	Stick Burst Rounds	Stick First Aid Spray No Item	Antidote Bomb Switch Burst Rounds Shotgun

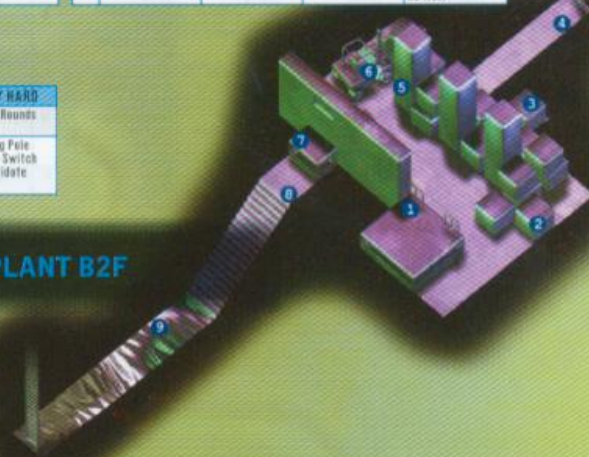
No.	EASY	NORMAL	HARD	VERY HARD
27	Newspaper 3	Newspaper 3 Broken Shotgun	Bomb Switch Burst Rounds First Aid Spray	Newspaper 3 No Item
28	Shotgun	Shotgun	Shotgun Broken Shotgun Handgun	Battery First Aid Spray Shotgun
29	Deck Brush	Deck Brush	Deck Brush	Blue Herb Shotgun Rounds Deck Brush No Item
30	First Aid Spray	First Aid Spray	First Aid Spray Shotgun Rounds No Item	Battery First Aid Spray No Item
31	Burst Rounds	Burst Rounds	Alcohol Bottle Shotgun Rounds Burst Rounds No Item	Stick Broken Handgun Burst Rounds No Item
32	Alcohol Bottle	Alcohol Bottle	Alcohol Bottle No Item	Antidote No Item
33	Long Pole	Long Pole	Long Pole No Item	Long Pole No Item
34	No Item	Green Herb	No Item	No Item
35	Green Herb	No Item	No Item	Handgun Rounds No Item
36	Magnum Revolver Rounds No Item	Blue Herb No Item	Green Herb No Item	Handgun Rounds Battery Green Herb No Item
37	Green Herb	Blue Herb No Item	Handgun Rounds No Item	Green Herb No Item
38	Magnum Revolver Rounds No Item	Stick	Stick No Item	Stick No Item
39	No Item	No Item	Shotgun Rounds Green Herb No Item	Acid Rounds Green Herb No Item
40	Burst Rounds	Acid Rounds	Acid Rounds No Item	Acid Rounds No Item No Item
41	Handgun	Handgun	Handgun Shotgun Magnum Revolver	Shotgun Shotgun Rounds Stick
42	First Aid Spray	First Aid Spray	First Aid Spray	Recovery Medicine
43	Red Herb	Red Herb	No Item	Alcohol Bottle Deck Brush No Item
44	Blue Herb	Blue Herb No Item	Stick Newspaper 3 No Item	Antidote No Item
45	Stun Rod	Lighter	Lighter	Battery
46	No Item	No Item	Newspaper 3 Newspaper 2 Long Pole No Item	Deck Brush Alcohol Bottle Newspaper 2 Iron Pipe
47	Green Herb	Green Herb	Green Herb	Acid Rounds Green Herb No Item
48	Green Herb	Green Herb	No Item	Blue Herb No Item
49	Shotgun Rounds Handgun Magazine	No Item	No Item	No Item
50	Broken Handgun	Broken Handgun No Item	Broken Handgun No Item	Broken Handgun Stick Bomb Switch First Aid Spray
51	Iron Pipe	Iron Pipe No Item	Curved Iron Pipe Iron Pipe No Item	Iron Pipe No Item
52	No Item	Green Herb	Deck Brush Red Herb No Item	Stick No Item
53	No Item	No Item	Green Herb Bomb Switch No Item	First Aid Spray Antidote Red Herb Burst Rounds No Item

### ITEM LIST: Water Treatment Plant B2F

No.	EASY	NORMAL	HARD	VERY HARD
1	Stick	Stick	Stick No Item	Stick Newspaper 3 No Item
2	Recovery Medicine	Recovery Medicine	Recovery Medicine	Recovery Medicine
3	Green Herb	Green Herb	Green Herb No Item	Alcohol Bottle Green Herb No Item
4	Blue Herb	Red Herb	Red Herb Green Herb Handgun	Deck Brush Iron Pipe Stick No Item
5	Shotgun Rounds	Shotgun Rounds	Handgun Rounds Recovery Medicine Shotgun Rounds	Handgun Rounds Antidote Shotgun Rounds
6	First Aid Spray	No Item	First Aid Spray Red Herb	Alcohol Bottle Green Herb Blue Herb No Item
7	Recovery Medicine	Recovery Medicine	Recovery Medicine Shotgun Rounds Handgun Rounds	Recovery Medicine Broken Handgun

No.	EASY	NORMAL	HARD	VERY HARD
8	Blue Herb	Blue Herb	No Item	Shotgun Rounds No Item
9	First Aid Spray	No Item	Deck Brush Alcohol Bottle Green Herb No Item	Long Pole Bomb Switch Antidote No Item

## WATER TREATMENT PLANT B2F



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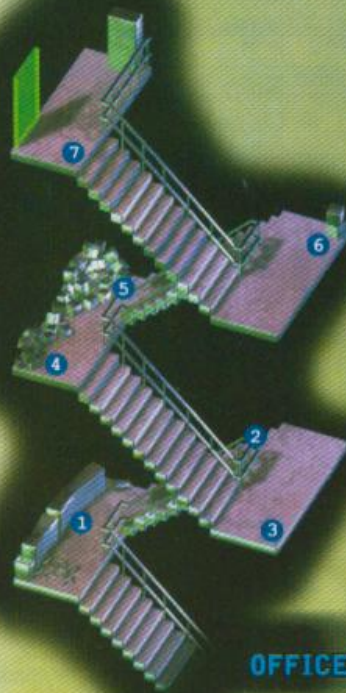


HIGHWAY

### ITEM LIST: Highway

No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Green Herb	Green Herb
2	First Aid Spray	First Aid Spray	Shotgun	Shotgun Survival Knife Magnum Revolver Burst Rounds
3	Green Herb	Green Herb	Green Herb No Item	Iron Pipe Survival Knife No Item
4	Iron Pipe	Iron Pipe	First Aid Spray Iron Pipe	Green Herb No Item
5	Grenade Launcher-Burst Rounds	Handgun	Magnum Revolver Rounds Survival Knife Sub Machine Gun Magazine Deck Brush	Iron Pipe Handgun Rounds
6	Rocket Launcher	Rocket Launcher	Shotgun	Iron Pipe No Item
7	Shotgun	Shotgun	Deck Brush No Item	Deck Brush Iron Pipe
8	Magnum Revolver	Magnum Revolver Rounds	Magnum Revolver Rounds No Item	Magnum Revolver Rounds First Aid Spray
9	Survival Knife	Survival Knife	Survival Knife No Item	First Aid Spray Shotgun Survival Knife Gray Chemical Bottle

No.	EASY	NORMAL	HARD	VERY HARD
10	First Aid Spray	First Aid Spray	First Aid Spray No Item	Burst Rounds First Aid Spray Handgun No Item
11	Green Herb	Green Herb	No Item	Survival Knife Gray Chemical Bottle Burst Rounds Magnum Revolver Rounds
12	Green Herb	Iron Pipe	Green Herb	Handgun Green Herb No Item
13	Sub Machine Gun	Sub Machine Gun	Iron Pipe Sub Machine Gun Magazine Yellow Chemical Bottle No Item	Iron Pipe Burst Rounds Shotgun
14	Handgun Rounds	Handgun Rounds	Handgun Rounds	Handgun Rounds No Item
15	Shotgun Rounds	Sub Machine Gun Magazine	Yellow Chemical Bottle No Item	Gray Chemical Bottle Deck Brush Shotgun
16	Iron Pipe	Assault Rifle Magazine	Sub Machine Gun Magazine Green Herb No Item	Green Herb Handgun



OFFICE 2F

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WILD THINGS  
SPECIAL ITEMS

UNDERBELLY  
SPECIAL ITEMS

FLASHBACK  
SPECIAL ITEMS

DESPERATE TIMES  
SPECIAL ITEMS

END OF THE ROAD  
SPECIAL ITEMS

### ITEM LIST: Office 2F

No.	EASY	NORMAL	HARD	VERY HARD
1	Yellow Chemical Bottle	Yellow Chemical Bottle	Yellow Chemical Bottle Shotgun Rounds	Yellow Chemical Bottle Handgun Rounds No Item
2	Recovery Medicine	Recovery Medicine	No Item	Shotgun Rounds No Item
3	Burst Rounds	Burst Rounds	Burst Rounds Shotgun Rounds No Item	Shotgun Rounds Handgun Rounds No Item
4	Deck Brush	Deck Brush	Deck Brush Handgun Rounds	Handgun Rounds Iron Pipe No Item
5	Sub Machine Gun Magazine	Assault Rifle	Assault Rifle Burst Rounds	Yellow Chemical Bottle No Item
6	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds Shotgun Deck Brush Sub Machine Gun	Iron Pipe Stun Rod Shotgun Rounds No Item
7	Handgun Rounds	Handgun Rounds	Handgun Rounds Yellow Chemical Bottle	No Item



DOWNTOWN

### ITEM LIST: Downtown

No.	EASY	NORMAL	HARD	VERY HARD
1	First Aid Spray No Item	Green Herb	Green Herb No Item	Recovery Medicine Base Green Herb No Item
2	Handgun Rounds Handgun Magazine	Handgun Rounds	Handgun Rounds Handgun Shotgun Rounds	Magnum Revolver S. Loader Gray Chemical Bottle No Item
3	First Aid Spray No Item	Red Herb	Red Herb	Hemostat Recovery Medicine Base Green Herb No Item
4	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds No Item	Iron Pipe Shotgun Rounds No Item
5	Deck Brush	Deck Brush	Deck Brush No Item	Curved Iron Pipe Wooden Pole No Item
6	First Aid Spray	First Aid Spray	Handgun Rounds No Item	Wooden Pole Broken Handgun No Item
7	Iron Pipe	Iron Pipe	Iron Pipe 45 Auto Rounds	Iron Pipe Iron Pipe No Item
8	Newspaper 1	Newspaper 1	Iron Pipe Newspaper 1 Deck Brush	Newspaper 1 Wooden Pole No Item
9	No Item	No Item	First Aid Spray Yellow Chemical Bottle	Shotgun First Aid Spray Gray Chemical Bottle
10	Lighter	Alcohol Bottle	No Item	Lighter Shotgun Rounds Iron Pipe No Item
11	Handgun	Handgun	Handgun 45 Auto Rounds	Green Herb Blue Herb No Item
12	Green Herb	Green Herb	Iron Pipe No Item	Green Herb Magnum Revolver S. Loader No Item
13	Deck Brush	Deck Brush	Handgun Rounds No Item	Wooden Pole Iron Pipe No Item
14	Shotgun Rounds	Shotgun Rounds	Green Herb No Item	No Item
15	Shotgun Rounds	No Item	Handgun Rounds No Item	Gray Chemical Bottle Green Herb No Item
16	Rocket Launcher	Sub Machine Gun	Green Herb Shotgun Rounds Shotgun	First Aid Spray Shotgun Hemostat

No.	EASY	NORMAL	HARD	VERY HARD
17	Blue Herb	Blue Herb	Blue Herb No Item	Gray Chemical Bottle Blue Herb Iron Pipe
18	Shotgun	Shotgun	Shotgun Acid Rounds Assault Rifle No Item	Shotgun No Item
19	Shotgun	No Item	Shotgun Rounds No Item	Iron Pipe Iron Pipe No Item
20	45 Auto Rounds	45 Auto Rounds	Newspaper 2 No Item	No Item
21	Mine Detector	Mine Detector	Mine Detector	Mine Detector
22	Green Herb	Green Herb	Green Herb Shotgun Rounds	Green Herb Stick
23	Iron Pipe	Iron Pipe	Iron Pipe Newspaper 3 No Item	Shotgun Iron Pipe Green Herb No Item
24	Burst Rounds	Acid Rounds	Acid Rounds Survival Knife	Gray Chemical Bottle Shotgun First Aid Spray
25	Handgun Rounds	Assault Rifle Magazine	Assault Rifle Magazine Sub Machine Gun Magazine Magnum Revolver Rounds	No Item
26	First Aid Spray	First Aid Spray	Green Herb Red Herb No Item	Green Herb Newspaper 3
27	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds 45 Auto Rounds No Item	45 Auto Rounds Newspaper 1 No Item
28	First Aid Spray	First Aid Spray	First Aid Spray Magnum Revolver No Item	Green Herb Battery Stick
29	Iron Pipe	Iron Pipe	Iron Pipe Newspaper 1 No Item	Iron Pipe Newspaper 2 Green Herb No Item
30	First Aid Spray	No Item	45 Auto Rounds No Item	Green Herb Magnum Revolver S. Loader
31	Newspaper 3	Newspaper 3	Newspaper 3 Assault Rifle Magazine No Item	Newspaper 2 Newspaper 3 Magnum Revolver No Item
32	Magnum Revolver S. Loader	Magnum Revolver S. Loader	Magnum Revolver S. Loader	Stick No Item
33	Gray Chemical Bottle	Gray Chemical Bottle	Gray Chemical Bottle Assault Rifle Magazine Shotgun Rounds	Blue Herb Survival Knife Gray Chemical Bottle



## ITEM LIST: Downtown

No.	EASY	NORMAL	HARD	VERY HARD
34	Green Herb	Green Herb	Green Herb Yellow Chemical Bottle	Green Herb Yellow Chemical Bottle
35	Red Herb	Red Herb	No Item	Battery Iron Pipe No Item
36	Iron Pipe	Iron Pipe	Iron Pipe	Iron Pipe No Item
37	Green Herb	Green Herb	Green Herb	Yellow Chemical Bottle Shotgun Rounds No Item
38	Sub Machine Gun	No Item	Shotgun Sub Machine Gun Yellow Chemical Bottle	Stun Rod No Item
39	Burst Rounds	Acid Rounds	Burst Rounds No Item	Yellow Chemical Bottle No Item
40	Shotgun Rounds	Shotgun Rounds	Shotgun Rounds Recovery Medicine Gray Chemical Bottle No Item	Acid Rounds Sub Machine Gun Yellow Chemical Bottle No Item
41	Handgun Magazine Handgun Rounds	Assault Rifle Magazine Shotgun Rounds Sub Machine Gun Magazine No Item	Magnum Revolver S. Loader Assault Rifle Magazine Sub Machine Gun Magazine No Item	Broken Handgun 45 Auto Rounds Gray Chemical Bottle No Item
42	First Aid Spray	Yellow Chemical Bottle Battery	Yellow Chemical Bottle Magnum Revolver Green Herb	Green Herb Yellow Chemical Bottle Broken Handgun
43	No Item	Shotgun Rounds Assault Rifle Magazine No Item	Assault Rifle Magazine Battery Newspaper 3 Handgun Rounds	Assault Rifle Magazine Green Herb Handgun Rounds
44	Rocket Launcher	Rocket Launcher	Rocket Launcher	Rocket Launcher Shotgun
45	No Item	No Item	Sub Machine Gun Magazine No Item	Green Herb First Aid Spray Magnum Revolver

No.	EASY	NORMAL	HARD	VERY HARD
46	Battery	Battery Yellow Chemical Bottle	Battery Gray Chemical Bottle Recovery Medicine	Battery Sub Machine Gun Magazine Acid Rounds No Item
47	Green Herb	Green Herb	No Item	45 Auto Rounds No Item
48	Green Herb	Green Herb	Green Herb	Green Herb No Item
49	First Aid Spray No Item	First Aid Spray No Item	Green Herb No Item	Yellow Chemical Bottle Green Herb No Item
50	First Aid Spray No Item	First Aid Spray No Item	Green Herb No Item	First Aid Spray Handgun Rounds No Item
51	No Item	No Item	Recovery Medicine Handgun Rounds Sub Machine Gun Magazine	Iron Pipe Iron Pipe Magnum Revolver Assault Rifle Magazine No Item
52	Shotgun Rounds	Handgun Rounds	Magnum Revolver S. Loader No Item	Green Herb No Item
53	Magnum Revolver	Magnum Revolver	Magnum Revolver First Aid Spray	Yellow Chemical Bottle Acid Rounds First Aid Spray No Item
54	Iron Pipe	Iron Pipe	Iron Pipe No Item	Iron Pipe No Item
55	Sub Machine Gun Magazine	Assault Rifle Sub Machine Gun No Item	Assault Rifle Shotgun Sub Machine Gun No Item	Curved Iron Pipe Assault Rifle No Item
56	First Aid Spray No Item	Sub Machine Gun Magazine Assault Rifle Magazine First Aid Spray No Item	First Aid Spray Assault Rifle Recovery Medicine No Item	Handgun Rounds Green Herb No Item
57	First Aid Spray No Item	First Aid Spray No Item	First Aid Spray No Item	Wooden Pole Green Herb No Item

No.	EASY	NORMAL	HARD	VERY HARD
58	First Aid Spray	First Aid Spray	First Aid Spray No Item	Green Herb Sub Machine Gun No Item
59	Red Herb	No Item	No Item	No Item
60	Red Herb	No Item	No Item	No Item
61	First Aid Spray No Item	First Aid Spray No Item	First Aid Spray No Item	Green Herb No Item
62	Blue Herb	No Item	No Item	No Item
63	Green Herb	Green Herb	Green Herb No Item	Green Herb No Item
64	Blue Herb	Blue Herb	Blue Herb Green Herb	Sub Machine Gun Magazine Green Herb Newspaper 3 No Item
65	First Aid Spray	First Aid Spray	Recovery Medicine Green Herb	Gray Chemical Bottle Green Herb No Item
66	Shotgun Rounds	Shotgun Rounds Sub Machine Gun Magazine Assault Rifle Magazine	Shotgun Rounds Blue Herb No Item	Yellow Chemical Bottle No Item
67	Green Herb	Green Herb	Blue Herb No Item	Sub Machine Gun Magazine No Item
68	First Aid Spray	No Item	Green Herb No Item	Broken Handgun Green Herb No Item
69	Stun Rod	Sub Machine Gun Assault Rifle No Item	Curved Iron Pipe Sub Machine Gun Iron Pipe	Assault Rifle Magazine Assault Rifle No Item
70	No Item	Iron Pipe	Green Herb Iron Pipe	Curved Iron Pipe Wooden Pole No Item

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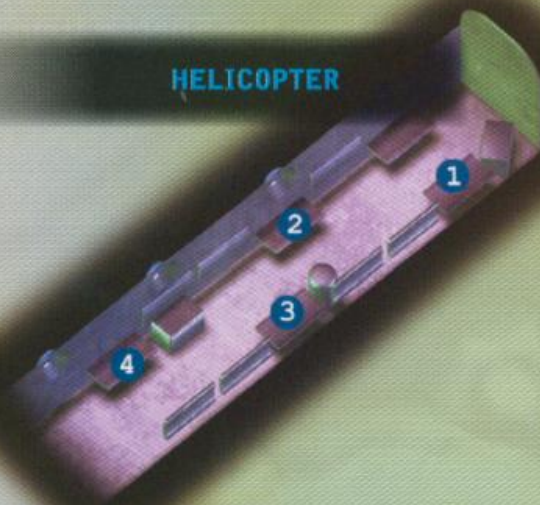
ELIMINATIONS & SHOWDOWN

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## HELICOPTER



## ITEM LIST: Helicopter

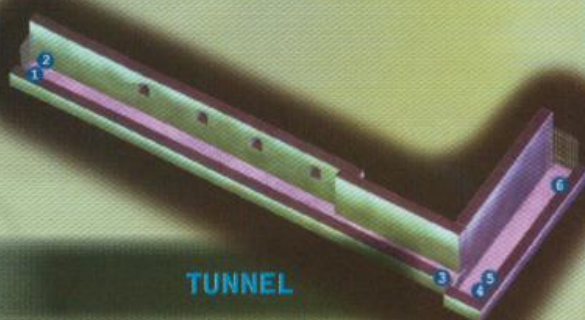
No.	EASY	NORMAL	HARD	VERY HARD
1	Magnum Revolver Rounds	Magnum Revolver Rounds	Magnum Revolver Rounds Assault Rifle Magazine	Magnum Revolver Recovery Medicine Base 45 Auto Rounds No Item
2	Shotgun	Shotgun	Sub Machine Gun Assault Rifle Shotgun Green Herb	Sub Machine Gun Homestart Shotgun Acid Rounds Assault Rifle
3	First Aid Spray	First Aid Spray	First Aid Spray	Recovery Medicine
4	Survival Knife	Survival Knife	Survival Knife Acid Rounds	Survival Knife Iron Pipe

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## ITEM LIST: Tunnel

No.	EASY	NORMAL	HARD	VERY HARD
1	Green Herb	Green Herb	Iron Pipe Green Herb	Green Herb Gray Chemical Bottle Rocket Launcher
2	No Item	Blue Herb	Blue Herb	Blue Herb No Item
3	Sub Machine Gun	Sub Machine Gun Assault Rifle No Item	Sub Machine Gun Shotgun Rounds Assault Rifle No Item	Assault Rifle Sub Machine Gun Battery Acid Rounds No Item
4	Green Herb	No Item	Green Herb No Item	Blue Herb No Item
5	Red Herb	Red Herb	No Item	Green Herb No Item
6	Newspaper 2	Handgun Rounds	Curved Iron Pipe No Item	Yellow Chemical Bottle No Item

## TUNNEL





# SPECIAL ITEMS

Special Items are hidden throughout the various scenarios. Unlike normal map items such as weapons, keys and supplies, Special Items do not "glimmer." Finding certain Special Items in specific quantities opens bonus features for purchase in the Collection menu. Finding Special Items is a challenging task that encourages replaying scenarios repeatedly as various characters.

## Conditions For Finding Special Items

While playing any scenario, a player can find up to eight Special Items. Once a player character accumulates eight, no more can be found for the remainder of the scenario. Each scenario contains 20 "scenario" Special Items that any player character can find, depending on the difficulty level.

In addition, 20 "character" Special Items are also loaded into the stage. Character-specific Special Items can only be found when playing the scenario as a certain player character. Their appearance is also dependent on the difficulty level. The player can only accumulate up to eight Special Items total, including both "scenario" and "character" types of Special Items.

### Special Items on the Character Log Menu

Special Items found during the playthrough of any scenario are permanently recorded in the Character Log menu. To view the Special Items obtained during a scenario, enter the Character Log menu and press the R1 or L1 buttons until the "Special Items" tab is displayed. Use the D-pad or Left Analog Stick to scroll down the list of Special Items.

Whether you complete a scenario, die trying or give up, the Special Items found while playing are still permanently recorded to your Character Log data, provided that you save your game after the scenario. This means that you do not have to play an entire scenario through just to find one or two missing Special Items. Once you start a scenario, you may quit the scenario immediately after finding that item and still retain it in the Character Log menu. This approach greatly reduces the amount of time required to obtain all of the Special Items.

## Unlocking Collection Bonuses

Obtainment of Special Items is key to unlocking certain bonus features in the Collection menu. For example, finding all of Kevin's "character" Special Items unlocks a feature in the Sound category that enables the player to listen to all of his voice tracks. Furthermore, finding every Special Item unlocks a set of extra characters that are nothing more than hilarious stick men!

## Obtaining Extra Costumes

"Character" Special Item lists in this chapter are sometimes denoted as "Costume" Special Items. When the five "Costume" Special Items are obtained for a character, a new costume becomes available to purchase in the Collection menu. New costumes allow the game to be replayed in Network mode or Single Play mode with a character dressed in a new outfit.

## Using the Special Item Maps

The Special Item lists are divided according to scenario and character. Each section contains a set of maps depicting the location of each Special Item. Many of the location markers are rectangular in shape, sticking outward from walls and furniture. The rectangle indicates where to position the player character and what direction to face in order to search and find the Special Item. Obtaining a Special Item from any location is a very exact process, requiring the player to search in the exact location to find the item.

Note that some Special Item locations have two callout numbers. This usually means that different Special Items are found when the spot is searched in various difficulty modes, or it could mean a different Special Item appears when a specific character examines the spot.

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WILD THINGS  
SPECIAL ITEMS

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SPECIAL ITEMS

### UNDERSTANDING THE TABLES

Note that the information in the tables has been abbreviated to conserve space. Here's what everything means:

E = Easy  
N = Normal  
H = Hard  
VH = Very Hard  
Cos = Costume

The checkmark indicates that the item appears in that difficulty Mode. If there is no checkmark, it won't appear.

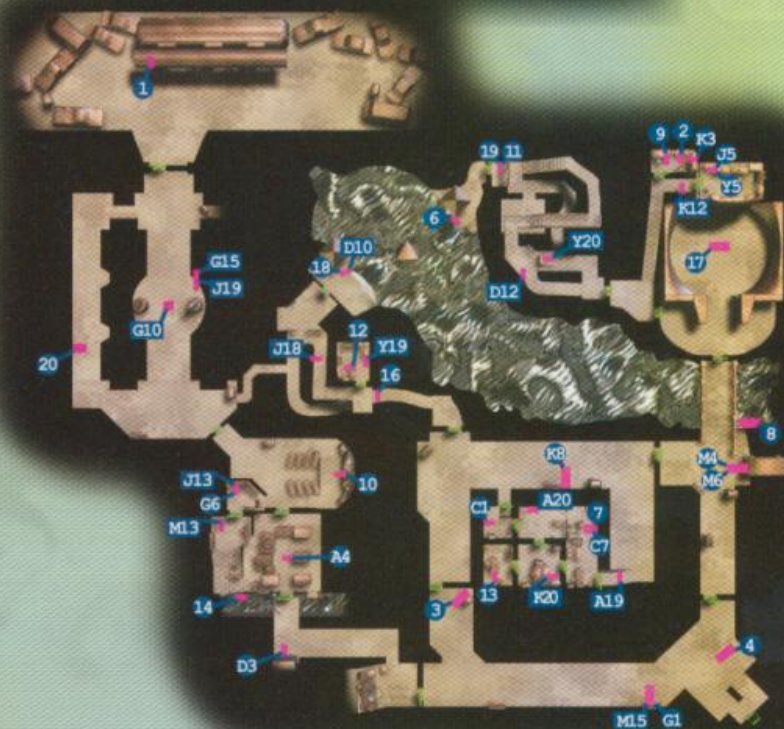


## AREA NEAR THE ZOO



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## RACCOON CITY ZOO



### "WILD THINGS" SCENARIO SPECIAL ITEMS

Callout No.	Name	E	N	H	VH
1	Green Umbrella	✓	✓	✓	✓
2	Pay Stub	✓	✓	✓	✓
3	"Raccoon Snacks"		✓		
4	Admission Ticket		✓	✓	✓
5	Silver Spoon	✓	✓	✓	✓
6	Wetsuit	✓		✓	✓
7	Plush Elephant			✓	✓
8	Plush Lion	✓		✓	✓
9	Snake Ashtray	✓			
10	"Power Manure"			✓	
11	High-tech Planter			✓	
12	"Expand Your Mind"	✓	✓		✓
13	Bird Tie Tack			✓	✓
14	Alligator Handbag				✓
15	Restaurant Coupon		✓	✓	✓
16	Snakeskin Tie				✓
17	Tusk Knife				✓
18	Gator Washboard		✓		
19	Feather Pen	✓	✓		
20	Sun Visor		✓	✓	✓



KEVIN "WILD THINGS" SPECIAL ITEMS					
Callout No.	Name	E	N	H	VH Cos
K3	Flannel Shirt			✓	✓
K8	Sparkplug Lighter	✓	✓		
K12	Ball Cap	✓			✓
K20	"Make Up for Loss"	✓			✓

MARK "WILD THINGS" SPECIAL ITEMS					
Callout No.	Name	E	N	H	VH Cos
M4	Army Shirt	✓			✓
M6	"EZ Cooking 4 Men"			✓	✓
M13	Special Detergent		✓		✓
M15	Club Tickets		✓	✓	

JIM "WILD THINGS" SPECIAL ITEMS					
Callout No.	Name	E	N	H	VH Cos
J5	Fanny Pack	✓			✓
J13	Basketball Ticket	✓			✓
J18	Chicken Sneakers	✓		✓	
J19	Deodorizing Spray			✓	✓

GEORGE "WILD THINGS" SPECIAL ITEMS					
Callout No.	Name	E	N	H	VH Cos
G1	Exam Set				✓
G6	"World Medicine"		✓	✓	
G10	Instant Photograph	✓		✓	
G15	Mr. Raccoon Watch	✓	✓		

DAVID "WILD THINGS" SPECIAL ITEMS					
Callout No.	Name	E	N	H	VH Cos
D3	Wild Cologne		✓		✓
D10	Bloody Goggles	✓		✓	
D12	Beast Claw			✓	✓
D15	"School Spirit"	✓			✓

ALYSSA "WILD THINGS" SPECIAL ITEMS					
Callout No.	Name	E	N	H	VH Cos
A4	Thermal Underwear	✓			✓
A14	Fancy Meal Coupon		✓		✓
A19	Herbal Medicine			✓	✓
A20	Treasure Map		✓	✓	

YOKO "WILD THINGS" SPECIAL ITEMS					
Callout No.	Name	E	N	H	VH Cos
G1	Exam Set				✓
G6	"World Medicine"		✓	✓	
G10	Instant Photograph	✓		✓	
G15	Mr. Raccoon Watch	✓	✓		

CINDY "WILD THINGS" SPECIAL ITEMS					
Callout No.	Name	E	N	H	VH Cos
C1	Short Boots				✓
C6	Zoo Coaster	✓		✓	
C7	"Sleepy Raccoon"	✓	✓		
C8	Raccoon Cookies		✓	✓	

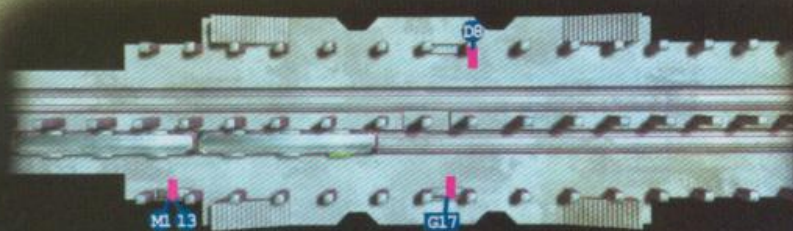
## "UNDERBELLY" SPECIAL ITEMS

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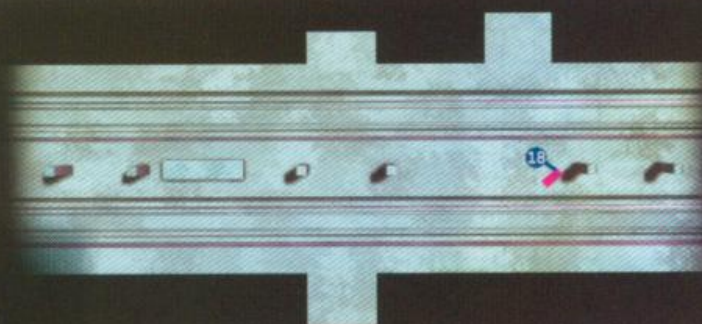
### SUBWAY B1F



### PLATFORM



### EAST TUNNEL



WILD THINGS  
SPECIAL ITEMS

UNDERBELLY  
SPECIAL ITEMS

FLASHBACK  
SPECIAL ITEMS

DESPERATE TIMES  
SPECIAL ITEMS

END OF THE ROAD  
SPECIAL ITEMS



## SUBWAY CAR

## EMPLOYEE AREA B1F

## STORAGE ROOM #2

## EMPLOYEE AREA B2F

"UNDERBELLY" SCENARIO  
SPECIAL ITEMS

Callout No.	Name	E	N	H	VH
1	Silver Umbrella	✓	✓	✓	✓
2	Commuter Pass			✓	
3	Evacuation Guide		✓	✓	✓
4	Employee List				✓
5	"99 Questions"	✓		✓	
6	Ad Poster			✓	
7	Ticket Book		✓	✓	✓
8	Button	✓	✓		✓
9	Test Book			✓	✓
10	Manners Poster	✓	✓	✓	✓
11	Employee ID Card		✓	✓	✓
12	Red Orb				✓
13	"Molemen Attack!"**			✓	✓
14	"Fear of the Dark"***	✓	✓	✓	✓
15	Wet Matches	✓	✓	✓	✓
16	Emergency Rations	✓			✓
17	Subway Cap		✓		
18	Rulebook				✓
19	"The Inquisitor"		✓		
20	Road Map	✓			

\*Appears after repairing the pipe with tape.

\*\*Appears after Lighter is used in 4 locations. (see scenario)



### KEVIN "UNDERBELLY" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
K5	Basketball Shoes	✓				✓
K9	Cigarette Warning		✓	✓		
K13	Beer Coupon			✓	✓	
K17	Portable Ashtray		✓		✓	

### MARK "UNDERBELLY" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
M1	Army Pants*	✓				✓
M7	Forbidden Recipe		✓	✓		
M10	Afro Wig			✓	✓	
M14	Sale Flyer		✓		✓	

### JIM "UNDERBELLY" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
J2	Biking Shoes		✓			✓
J10	Custom Shoes	✓			✓	
J12	Wooden Clogs			✓	✓	
J14	Memorial Sneakers	✓		✓		

\*Appears after Lighter is used in 4 locations. (see scenario)

### GEORGE "UNDERBELLY" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
G4	Super Stethoscope		✓			✓
G16	Imperial Watch	✓			✓	
G17	"Lost Love"	✓		✓		
G20	Old Magazine			✓	✓	

### DAVID "UNDERBELLY" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
D5	Wild Briefs			✓		✓
D8	Long Wrench		✓		✓	
D13	3 Minute Cement	✓	✓			
D17	Small File	✓			✓	

### ALYSSA "UNDERBELLY" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
A1	Forgotten Gi			✓		✓
A6	Auto Card Case	✓	✓			
A16	Anti-fart Patch*		✓		✓	
A17	Chin Patch	✓			✓	

\*Appears after Lighter is used in 4 locations. (see scenario)

### YOKO "WILD THINGS" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
Y2	Chinese Cap				✓	✓
Y8	Salon Pamphlet	✓	✓			
Y12	"Get Over It"		✓	✓		
Y17	Ad Pamphlet	✓		✓		

### CINDY "UNDERBELLY" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
C3	Leather Belt*				✓	
C10	Aphrodite Cosmetic	✓	✓			
C14	Deluxe Sunblock*	✓		✓		
C17	Cute Apron		✓	✓		

\*Appears after Lighter is used in 4 locations. (see scenario)

## "FLASHBACK" SPECIAL ITEMS

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WILD THINGS  
SPECIAL ITEMS

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SPECIAL ITEMS

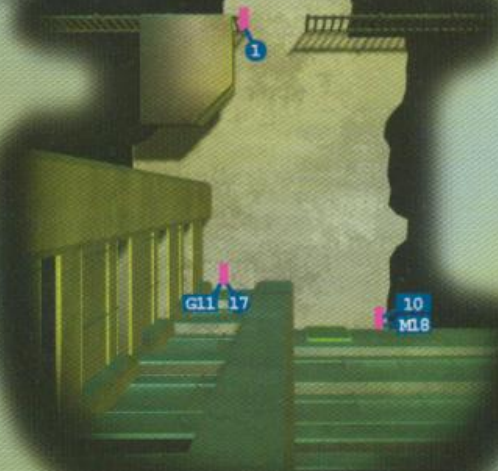
FOREST 1

SUSPENSION BRIDGE

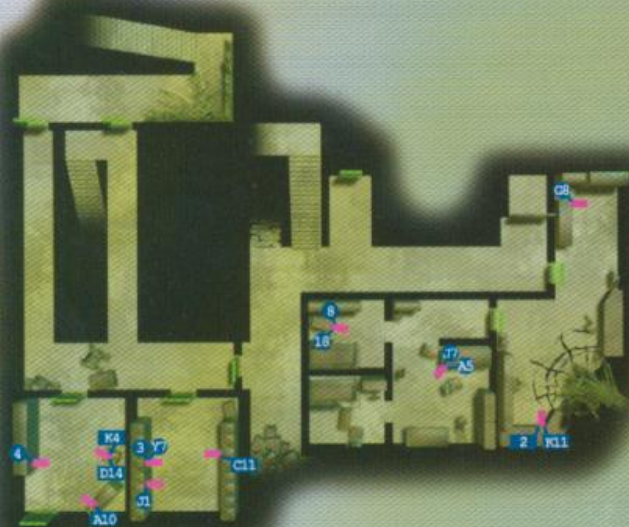




## HOSPITAL BACK GATE



## HOSPITAL 1F



## HOSPITAL B1F

"FLASHBACK" SCENARIO  
SPECIAL ITEMS

Callout No.	Name	E	N	H	VH
1	Crimson Umbrella	✓	✓	✓	✓
2	Patient List\$				✓
3	Torn nurse Uniform			✓	
4	Rusty Stethoscope	✓	✓	✓	✓
5	Medicine Bottle	✓	✓	✓	✓
6	Exam Poster	✓	✓	✓	
7	Flower Blocks			✓	✓
8	Fine Stethoscope	✓			
9	"Talk to Plants"		✓		
10	Protest Handbill	✓			
11	Flower Bookmark			✓	✓
12	Guide sign	✓	✓	✓	✓
13	Nitroglycerine	✓	✓		✓
14	Nametag				✓
15	Old Pills				✓
16	Rusty Ring			✓	✓
17	Rusty Nightstick		✓		✓
18	"Last Moments"		✓	✓	✓
19	Sketchbook			✓	
20	Bait Worm	✓	✓	✓	✓

\*Appears after Lighter is used at 4 locations. (see scenario)

\$Appears after nearby crate is smashed.

## HOSPITAL 2F

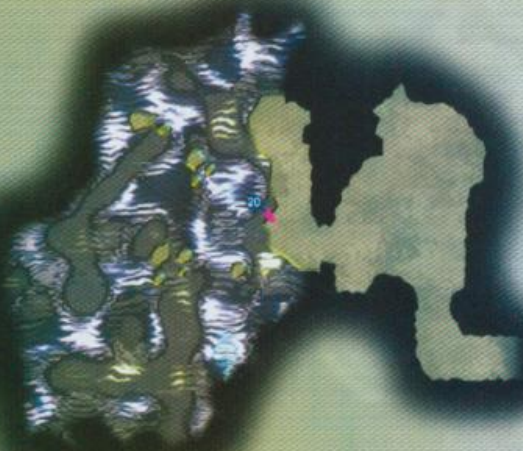




## HOSPITAL 3F



## RIVER BANK



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### WILD THINGS SPECIAL ITEMS

### UNDERBELLY SPECIAL ITEMS

### FLASHBACK SPECIAL ITEMS

### DESPERATE TIMES SPECIAL ITEMS

### END OF THE ROAD SPECIAL ITEMS

### KEVIN "FLASHBACK" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
K4	Hairspray				✓	✓
K11	Dustcloth*	✓	✓			
K14	Old Baseball		✓	✓		
K19	Key Case	✓		✓		

\*Appears after nearby crate is smashed.

### MARK "FLASHBACK" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
M5	Medal		✓			✓
M8	Cooking Set	✓		✓		
M17	Opera Tickets*	✓			✓	
M18	Liquor Ad			✓	✓	

\*Appears after the bookshelf moves aside.

### JIM "FLASHBACK" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
J1	Waterproof Parka			✓		✓
J6	Crossword Cards		✓		✓	
J7	Stopwatch	✓			✓	
J15	Light-up Shoes	✓	✓			

### GEORGE "FLASHBACK" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
G3	3.R. Scrubs		✓			✓
G7	Chipped Scalpel	✓			✓	
G8	Nurse's Watch		✓		✓	
G11	Rabbit Pocket Watch	✓		✓		

### DAVID "FLASHBACK" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
D4	"Barefoot Healing"				✓	✓
D7	Lion Wrench	✓	✓			
D14	Nanomeasure	✓		✓		
D19	Mermaid Claw		✓	✓		

### ALYSSA "FLASHBACK" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
A5	Japanese Cloth			✓		✓
A10	Tears of Aglaia	✓	✓			
A12	Antique Pen	✓			✓	
A18	Rose Oil		✓		✓	

### YOKO "FLASHBACK" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
Y1	Kung Fu Pants	✓				✓
Y7	Make-up Set		✓		✓	
Y9	Floppy Disk			✓	✓	
Y11	Young Girls' Comic	✓	✓			

### CINDY "UNDERBELLY" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
C2	Tight Jacket	✓				✓
C11	Energy Drink		✓	✓		
C15	Plant Foundation			✓	✓	
C16	Beauty Cream		✓		✓	



## R.P.D. 1F



## R.P.D. 2F

## R.P.D. B1F



### "DESPERATE TIMES" SCENARIO SPECIAL ITEMS

Callout No.	Name	E	N	H	VH
1	Sky Blue Umbrella*	✓	✓	✓	✓
2	R.P.D. Mascot	✓		✓	
3	Collapsing Baton\$			✓	✓
4	Marvin's Card	✓	✓	✓	✓
5	Indigestion Pills	✓			
6	New Recruit List				✓
7	"Raccoon Weekly" #	✓		✓	✓
8	Kevin's Bottle			✓	
9	"Sit, Stay, Beg"	✓		✓	✓
10	Search List		✓	✓	✓
11	Paperwork*		✓		
12	Complaint List		✓	✓	✓
13	"Pleasant Garden"		✓	✓	✓
14	Donuts		✓		✓
15	Irons' Liquor		✓		
16	Autobiography			✓	
17	R.P.D. Badge	✓	✓	✓	✓
18	Memento Photo				✓
19	Credit Card&	✓	✓		✓
20	Expense Report@				✓

\*Appears after revealing the central statue's hole.

\$Appears after pushing the patrol car.

&Appears after opening the shutter at least once.

#Upon giving the Secret File to Ben.

@Appears after pushing the desk.



### KEVIN "DESPERATE TIMES" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
K2	Vintage Jacket		✓			✓
K7	Race Poster	✓			✓	
K15	"Hedonism"*	✓		✓		
K18	S.T.A.R.S. Badge			✓	✓	

\*Appears after opening Kevin's drawer.

### MARK "DESPERATE TIMES" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
M3	Army Cap				✓	✓
M9	"Criminal Mind" @		✓	✓		
M12	Hair Pamphlet	✓		✓		
M20	"Justice"*	✓	✓			

\*Appears after pushing the patrol car.

@Appears after pushing the desk.

### JIM "DESPERATE TIMES" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
J4	Racing Helmet	✓				✓
J8	Perfect Dictionary		✓	✓		
J17	Wristband		✓		✓	
J20	Cyber Shoes			✓	✓	

### GEORGE "DESPERATE TIMES" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
G2	Loafers*	✓				✓
G9	"Outdoor Guide"		✓		✓	
G13	Emergency Penlight			✓	✓	
G14	Climbing Spikes		✓	✓		

\*Appears after pushing the desk.

### DAVID "DESPERATE TIMES" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
D2	"The Body's Limit"			✓		✓
D9	Tool Cleaner	✓	✓			
D18	Super Pliers		✓		✓	
D20	Lion Wooden Sword	✓			✓	

### ALYSSA "DESPERATE TIMES" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
A3	Black Belt		✓			✓
A8	Suspicious Film			✓	✓	
A11	Diet Patch	✓		✓		
A15	Stimming Necklace	✓			✓	

\*Appears after Lighter is used in 4 locations. (see scenario)

### YOKO "DESPERATE TIMES" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
Y4	Kung Fu Top				✓	✓
Y6	Flowery Yukata	✓	✓			
Y10	"Making Friends"		✓	✓		
Y14	"Being Open"	✓		✓		

### CINDY "DESPERATE TIMES" SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
C5	"Biker Gals"*			✓		✓
C9	"Acquaintances"	✓	✓			
C13	Herb Tea		✓		✓	
C20	Changing Doll	✓			✓	

\*Appears after revealing the central statue's hole.

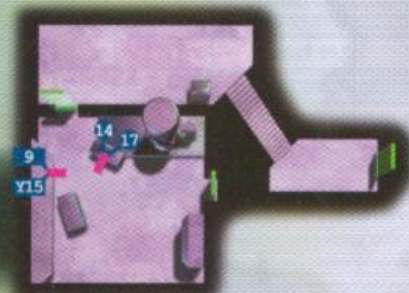
## "END OF THE ROAD" SPECIAL ITEMS

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### UMBRELLA RESEARCH FACILITY 1F



### UMBRELLA RESEARCH FACILITY 2F



WILD THINGS  
SPECIAL ITEMS

UNDERBELLY  
SPECIAL ITEMS

FLASHBACK  
SPECIAL ITEMS

DESPERATE TIMES  
SPECIAL ITEMS

END OF THE ROAD  
SPECIAL ITEMS





## URBAN AREA DOWNTOWN

## WATER TREATMENT PLANT B1F



### "END OF THE ROAD" SCENARIO SPECIAL ITEMS

Callout No.	Name	E	N	H	VH
1	Violet Umbrella	✓	✓	✓	✓
2	U.B.C.S. Vest	✓			
3	U.S.S. Armband				✓
4	Danger List	✓			✓
5	"Landmine Tactics"		✓	✓	✓
6	"Traps"	✓		✓	✓
7	Bloody Doll			✓	✓
8	Toy Shovel	✓		✓	✓
9	Movie Ticket Stub		✓		
10	Sealed Eye Mask	✓	✓		✓
11	Dried Food	✓	✓	✓	✓
12	Detective Manual		✓	✓	✓
13	Attendance Sheet			✓	
14	Hypno Glasses	✓			
15	Laughing Gas Spray		✓	✓	✓
16	Torn ID Card		✓	✓	✓
17	Hurried Note				✓
18	Universal Remote	✓	✓	✓	
19	Capsule Ring			✓	
20	Temp Regulator				✓

\*Appears after Nyx is defeated.



## URBAN AREA TUNNEL

## URBAN AREA HIGHWAY

WILD THINGS  
SPECIAL ITEMSUNDERBELLY  
SPECIAL ITEMSFLASHBACK  
SPECIAL ITEMSDESPERATE TIMES  
SPECIAL ITEMSEND OF THE ROAD  
SPECIAL ITEMSKEVIN "END OF THE ROAD"  
SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
K1	Used Jeans	✓				✓
K6	Car Air Freshener	✓	✓			
K10	"Ultimate Clean"			✓	✓	
K16	Strong Glove	✓			✓	

MARK "END OF THE ROAD"  
SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
M2	Leather Shoes			✓		✓
M11	Town Info Magazine	✓	✓			
M16	Army Guide	✓			✓	
M19	Nice Flask		✓		✓	

JIM "END OF THE ROAD"  
SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
J3	Racing Pants				✓	✓
J9	"Puzzle 100"		✓	✓		
J11	Luxurious Shooehorn	✓		✓		
J16	"Shoes Monthly"	✓	✓			

GEORGE "END OF THE ROAD"  
SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
G5	Space-age T-shirt			✓		✓
G12	"Modern Medicine"	✓			✓	
G18	Pill Case Watch	✓			✓	
G19	Large Watch	✓	✓			

DAVID "END OF THE ROAD"  
SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
D1	Suede Pants	✓				✓
D6	Camera Wrench		✓		✓	
D11	"Survive!"		✓	✓		
D16	Japanese Jacket			✓	✓	

ALYSSA "END OF THE ROAD"  
SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
A2	Olympic Book				✓	✓
A7	Digital Camera	✓		✓		
A9	Pain Patch	✓	✓			
A13	Bullet Lipstick		✓	✓		

YOKO "END OF THE ROAD"  
SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
Y3	"Simple Chinese"		✓			✓
Y15	Old Photo			✓	✓	
Y16	Lab Uniform	✓			✓	
Y18	Gold Glasses	✓		✓		

CINDY "END OF THE ROAD"  
SPECIAL ITEMS

Callout No.	Name	E	N	H	VH	Cos
C4	Leather Pants*		✓			✓
C12	Beauty Jelly	✓			✓	
C18	Moisturizer	✓		✓		
C19	Herb Cream			✓	✓	

\*Appears after Nyx is defeated.



# COLLECTION

INTRODUCTION

GAME BASICS

CHARACTERS

MONSTERS

WEAPONS

RECOVERY  
ITEMS

KEY ITEMS

SCENARIOS

ELIMINATIONS &  
SHOWDOWN

NETWORK  
PLAY MODE

SPECIAL ITEMS

COLLECTION



The addictive part of *Resident Evil Outbreak File #2* lies in unlocking bonus features in the Collection screen of the title menu. Collection items become unlocked after scenarios are completed successfully without dying. After playing a scenario, brief messages flash on-screen when new items have become unlocked in the Collection screen.

## Purchasing Collection Items

Once a Collection item is unlocked, result points must be spent to "purchase" the item. As explained in the "Game Basics" chapter, result points are acquired by completing as many objectives as possible without partners dying and while finishing the scenario in the shortest time possible. Purchasing everything on the Collection screen requires nearly 650,000 result points. Accumulating this many points requires several replays of every scenario. To avoid spending the rest of your life replaying the scenarios over and over, try to maximize the number of points acquired for each scenario played. Follow the tips below to gain the most points per play. The tips are listed in priority from greatest priority to least:

Play online rather than alone and refine teamwork skills so that all player characters survive every mission.

Refine skills to achieve the "NO DAMAGE" and "NO WEAPON" bonuses each time. Acquiring one or both bonuses doubles or triples result points, respectively.

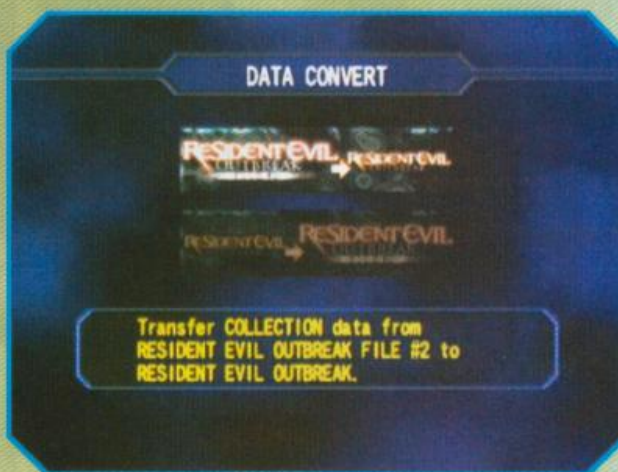
Focus on time ranking rather than on scenario achievement. Complete the scenario in the shortest time possible.

Play at higher difficulty levels.



## Resident Evil Outbreak Data Import

If you played the original *Resident Evil Outbreak* and unlocked and purchased secret costumes, the same files can be unlocked in *File #2* by importing save game data. Insert a memory card with *Resident Evil Outbreak* data into memory card slot 1, go to the Collection screen, then choose the "Data Convert" option. Choose the second option to convert *Resident Evil Outbreak* data to *File #2* data and the process begins.



Likewise, if costumes available in *Resident Evil Outbreak* are purchased in *File #2*, then save data can be converted so that those costumes can be used in *Resident Evil Outbreak*. Therefore, it does not matter which game the costume is unlocked in, as long as the outfit is available in both games. Therefore, *File #2* enables players to unlock costumes in the original *Resident Evil Outbreak* for a greatly reduced rank point cost.



## Gallery

"GALLERY" items can be unlocked by completing the various scenarios of the game under certain criteria. Images to unlock include computer-generated artwork of the characters as they appear in the game, early concept drawings of the characters, CG and illustrations of various monsters encountered in the game, and screenshots or concept art of certain locations.

## GALLERIES

200

### GALLERIES

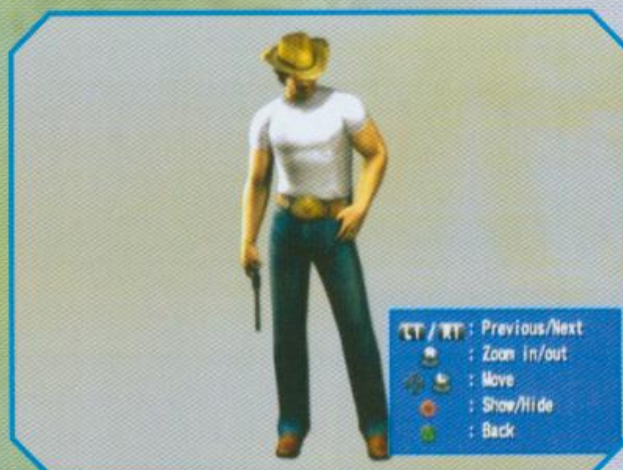
#### COSTUMES

#### MOVIES

#### SOUND

#### EXTRAS

#	Description	To Access	Price
001	Character Image Kevin CG A	Open by default.	500
002	Character Image Kevin illustration A	Open by default.	500
003	Character Image Kevin CG B	Clear 3 of the first five scenarios as Kevin, regardless of difficulty.	1000
004	Character Image Kevin illustration B	Clear 3 of the first five scenarios as Kevin, regardless of difficulty.	1000
005	Character Image Mark CG A	Open by default.	500
006	Character Image Mark illustration A	Open by default.	500
007	Character Image Mark CG B	Clear 3 of the first five scenarios as Mark, regardless of difficulty.	1000
008	Character Image Mark illustration B	Clear 3 of the first five scenarios as Mark, regardless of difficulty.	1000
009	Character Image Jim CG A	Open by default.	500
010	Character Image Jim illustration A	Open by default.	500
011	Character Image Jim CG B	Clear 3 of the first five scenarios as Jim, regardless of difficulty.	1000
012	Character Image Jim illustration B	Clear 3 of the first five scenarios as Jim, regardless of difficulty.	1000
013	Character Image George CG A	Open by default.	500
014	Character Image George illustration A	Open by default.	500
015	Character Image George CG B	Clear 3 of the first five scenarios as George, regardless of difficulty.	1000
016	Character Image George illustration B	Clear 3 of the first five scenarios as George, regardless of difficulty.	1000
017	Character Image David CG A	Open by default.	500
018	Character Image David illustration A	Open by default.	500
019	Character Image David CG B	Clear 3 of the first five scenarios as David, regardless of difficulty.	1000
020	Character Image David illustration B	Clear 3 of the first five scenarios as David, regardless of difficulty.	1000
021	Character Image Alyssa CG A	Open by default.	500
022	Character Image Alyssa illustration A	Open by default.	500
023	Character Image Alyssa CG B	Clear 3 of the first five scenarios as Alyssa, regardless of difficulty.	1000
024	Character Image Alyssa illustration B	Clear 3 of the first five scenarios as Alyssa, regardless of difficulty.	1000
025	Character Image Alyssa CG C	Clear 3 of the first five scenarios as Alyssa, regardless of difficulty.	2000
026	Character Image Alyssa illustration C	Clear 3 of the first five scenarios as Alyssa, regardless of difficulty.	2000
027	Character Image Yoko CG A	Open by default.	500
028	Character Image Yoko illustration A	Open by default.	500
029	Character Image Yoko CG B	Clear 3 of the first five scenarios as Yoko, regardless of difficulty.	1000
030	Character Image Yoko illustration B	Clear 3 of the first five scenarios as Yoko, regardless of difficulty.	1000
031	Character Image Yoko CG C	Clear 3 of the first five scenarios as Yoko, regardless of difficulty.	2000
032	Character Image Yoko illustration C	Clear 3 of the first five scenarios as Yoko, regardless of difficulty.	2000
033	Character Image Cindy CG A	Open by default.	500
034	Character Image Cindy illustration A	Open by default.	500
035	Character Image Cindy CG B	Clear 3 of the first five scenarios as Cindy, regardless of difficulty.	1000
036	Character Image Cindy illustration B	Clear 3 of the first five scenarios as Cindy, regardless of difficulty.	1000
037	Character Image Cindy CG C	Clear 3 of the first five scenarios as Cindy, regardless of difficulty.	2000
038	Character Image Cindy illustration C	Clear 3 of the first five scenarios as Cindy, regardless of difficulty.	2000



#	Description	To Access	Price
039	Creature Image Zombie A	Open by default.	500
040	Creature Image Zombie B	Open by default.	500
041	Creature Image Zombie C	Open by default.	500
042	Creature Image Zombie Nurse	Open by default.	500
043	Creature Image Zombie Cop	Open by default.	500
044	Creature Image Zombie Researcher	Open by default.	500
045	Creature Image Zombie Subway Employee	Open by default.	500
046	Creature Image Zombie Lab-coat	Open by default.	500
047	Creature Image Cerberus	Open by default.	500
048	Creature Image Rat	Open by default.	500
049	Creature Image Crow	Open by default.	500
050	Creature Image Wasp	Open by default.	500
051	Creature Image Giant Spider	Open by default.	500
052	Creature Image Scissortail A	Open by default.	500
053	Creature Image Scissortail B	Open by default.	500
054	Creature Image Hunter	Open by default.	500
055	Creature Image Hunter	Open by default.	500
056	Creature Image Licker	Open by default.	500
057	Creature Image Suspen-Dead	Open by default.	500
058	Creature Image Giant Moth	Open by default.	500
059	Creature Image Baby Moth	Open by default.	500
060	Creature Image Mutated G	Open by default.	500
061	Creature Image Fetal G	Open by default.	500
062	Creature Image Leech Man	Open by default.	500
063	Creature Image Leech	Open by default.	500
064	Creature Image Giant Leech	Open by default.	500
065	Creature Image Neptune	Open by default.	500
066	Creature Image Thanatos	Open by default.	500
067	Creature Image Thanatos R	Open by default.	500
068	Creature Image Cerberus illustration	Clear 3 of the first 5 scenarios.	500
069	Creature Image Rat illustration	Clear 3 of the first 5 scenarios.	500
070	Creature Image Wasp illustration	Clear 3 of the first 5 scenarios.	500
071	Creature Image Giant Spider illustration	Clear 3 of the first 5 scenarios.	500
072	Creature Image Scissortail A illustration	Clear 3 of the first 5 scenarios.	500
073	Creature Image Scissortail B illustration	Clear 3 of the first 5 scenarios.	500
074	Creature Image Giant Moth illustration	Clear 3 of the first 5 scenarios.	500
075	Creature Image Baby Moth illustration	Clear 3 of the first 5 scenarios.	500
076	Creature Image Mutated G illustration	Clear 3 of the first 5 scenarios.	500
077	Creature Image Thanatos R illustration	Clear 3 of the first 5 scenarios.	500
078	Creature Image Titan illustration	Clear the first 5 scenarios.	1000
079	Creature Image Gnow illustration	Clear the first 5 scenarios.	1000
080	Creature Image Swarm illustration	Clear the first 5 scenarios.	1000
081	Creature Image Rafflesia illustration	Clear the first 5 scenarios.	1000
082	Creature Image Horn Bill illustration	Clear the first 5 scenarios.	1000
083	Creature Image Feral illustration	Clear the first 5 scenarios.	1000
084	Creature Image Stalker illustration	Clear the first 5 scenarios.	1000
085	Creature Image Large Roach illustration	Clear the first 5 scenarios.	1000
086	Creature Image Botanic Zombie illustration	Clear the first 5 scenarios.	1000
087	Creature Image Nightshade illustration	Clear the first 5 scenarios.	1000



#	Description	To Access	Price
088	Creature Image Axe Man illustration	Clear the first 5 scenarios.	1000
089	Creature Image Tyrant illustration	Clear the first 5 scenarios.	1000
090	Creature Image Tyrant R illustration	Clear the first 5 scenarios.	1000
091	Creature Image Nyx illustration	End of the Road: Defeat Nyx.	1000
092	Early Creature Design Pitcher Plant	Clear the first 5 scenarios.	1000
093	Early Creature Design Gnaw	Clear the first 5 scenarios.	2000
094	Early Creature Design Tyrant	Clear the first 5 scenarios.	2000
095	Early Creature Design Tyrant R	Clear the first 5 scenarios.	2000
096	Early Creature Design Nyx	End of the Road: Defeat Nyx.	2000
097	Wild Things: Set Design Zoo 1	Clear Wild Things.	1500
098	Wild Things: Set Design Zoo 2	Clear Wild Things.	1500
099	Wild Things: Set Design Zoo 3	Clear Wild Things.	1500
100	Wild Things: Set Design Zoo 4	Clear Wild Things.	1500
101	Underbelly: Set Design Subway 1	Clear Underbelly.	1500
102	Underbelly: Set Design Subway 2	Clear Underbelly.	1500
103	Underbelly: Set Design Subway 3	Clear Underbelly.	1500
104	Underbelly: Set Design Subway 4	Clear Underbelly.	1500
105	Flashback: Set Design Abandoned hospital 1	Clear Flashback.	1500
106	Flashback: Set Design Abandoned hospital 2	Clear Flashback.	1500
107	Flashback: Set Design Abandoned hospital 3	Clear Flashback.	1500
108	Flashback: Set Design Abandoned hospital 4	Clear Flashback.	1500
109	Desperate Times: Set Design Police Station 1	Clear Desperate Times.	1500
110	Desperate Times: Set Design Police Station 2	Clear Desperate Times.	1500
111	Desperate Times: Set Design Police Station 3	Clear Desperate Times.	1500
112	Desperate Times: Set Design Police Station 4	Clear Desperate Times.	1500
113	End of the Road: Set Design Minefield 1	Clear End of the Road.	1500
114	End of the Road: Set Design Minefield 2	Clear End of the Road.	1500
115	End of the Road: Set Design Minefield 3	Clear End of the Road.	1500
116	End of the Road: Set Design Minefield 4	Clear End of the Road.	1500
117	Wild Things: Early Stage Design Near Gate	Clear Wild Things in Easy, Normal, Hard.	1000
118	Wild Things: Early Stage Design Inside Zoo	Clear Wild Things in Easy, Normal, Hard.	1000
119	Wild Things: Early Stage Design North Gate	Clear Wild Things in Easy, Normal, Hard.	1000
120	Underbelly: Early Stage Design Platform	Clear Underbelly in Easy, Normal, Hard.	1000
121	Underbelly: Early Stage Design Restroom	Clear Underbelly in Easy, Normal, Hard.	1000
122	Underbelly: Early Stage Design Refuse Dump	Clear Underbelly in Easy, Normal, Hard.	1000
123	Underbelly: Early Stage Design Pump Room	Clear Underbelly in Easy, Normal, Hard.	1000
124	Underbelly: Early Stage Design Giga Bite Nest	Clear Underbelly in Easy, Normal, Hard.	1000
125	Flashback: Early Stage Design Outside Cabin	Clear Flashback in Easy, Normal, Hard.	1000
126	Flashback: Early Stage Design Inside Cabin	Clear Flashback in Easy, Normal, Hard.	1000
127	Flashback: Early Stage Design Hospital	Clear Flashback in Easy, Normal, Hard.	1000
128	Flashback: Early Stage Design Rear	Clear Flashback in Easy, Normal, Hard.	1000
129	Flashback: Early Stage Design Reception Office	Clear Flashback in Easy, Normal, Hard.	1000
130	Flashback: Early Stage Design Examination Room	Clear Flashback in Easy, Normal, Hard.	1000
131	Flashback: Early Stage Design Hospital Room	Clear Flashback in Easy, Normal, Hard.	1000
132	Flashback: Early Stage Design 2F Hall	Clear Flashback in Easy, Normal, Hard.	1000
133	Flashback: Early Stage Design Administrator's Office	Clear Flashback in Easy, Normal, Hard.	1000
134	Flashback: Early Stage Design Basement	Clear Flashback in Easy, Normal, Hard.	1000
135	Flashback: Early Stage Design Rooftop	Clear Flashback in Easy, Normal, Hard.	1000
136	Flashback: Early Stage Design Botanicus	Clear Flashback in Easy, Normal, Hard.	1000

#	Description	To Access	Price
137	End of the Road: Early Stage Design Sewer	Clear End of the Road in Easy, Normal, Hard.	1000
138	End of the Road: Early Stage Design Old Passageway	Clear End of the Road in Easy, Normal, Hard.	1000
139	End of the Road: Early Stage Design Emergency Storage	Clear End of the Road in Easy, Normal, Hard.	1000
140	End of the Road: Early Stage Design Drainage Area	Clear End of the Road in Easy, Normal, Hard.	1000
141	Other Wallpaper 1: Package	Clear the first 5 scenarios with all characters.	2000
142	Other Wallpaper 2: Title	Clear the first 5 scenarios with all characters.	2000
143	Other Wallpaper 3: 8 Playable Characters	Clear the first 5 scenarios with all characters.	2000
144	Other Wallpaper 4: Characters Looking Up	Clear the first 5 scenarios with all characters.	2000
145	Other Wallpaper 5: Intensity of the 4	Clear the first 5 scenarios with all characters.	2000

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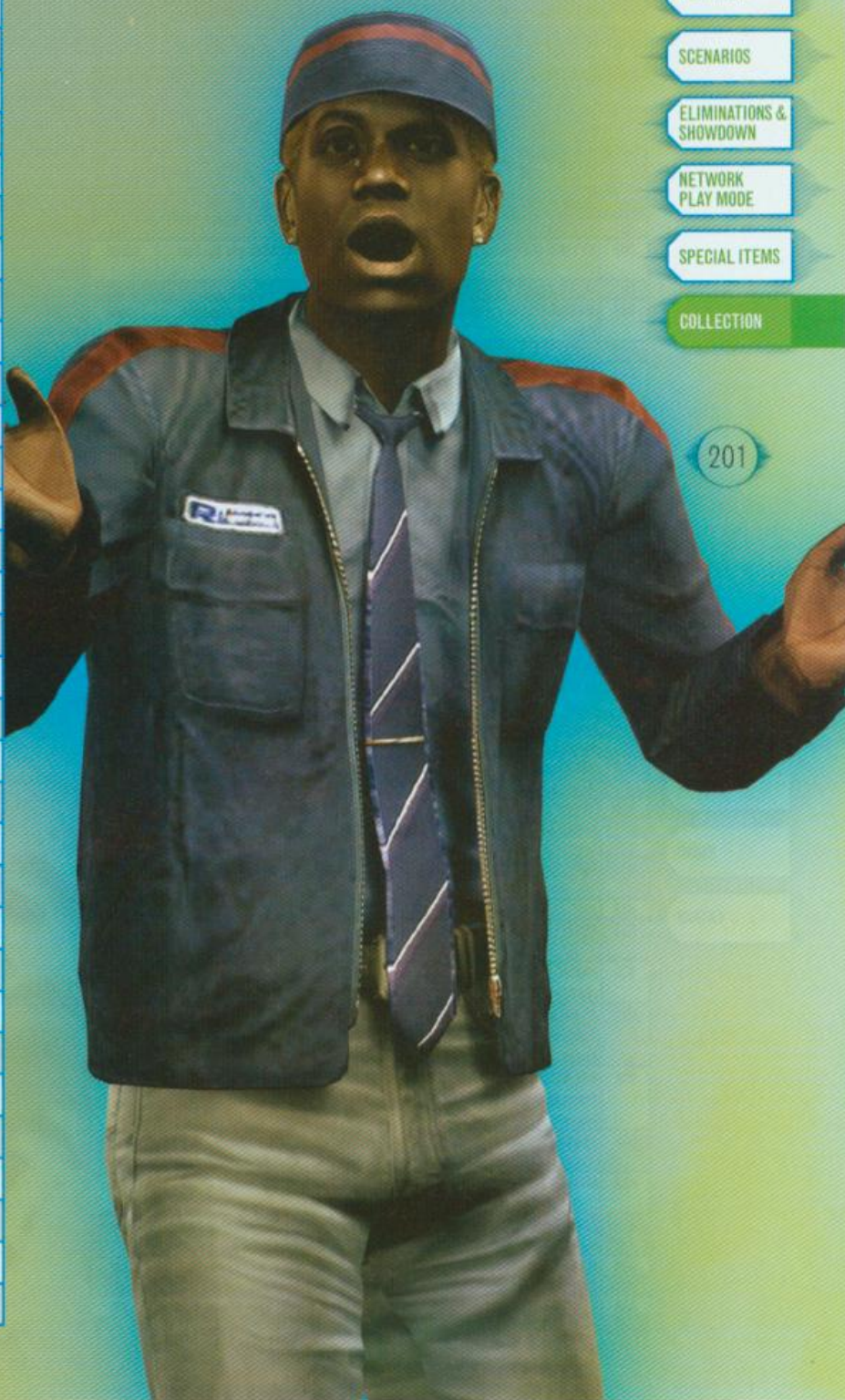
SCENARIOS

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## Costumes

Completing scenarios may unlock extra characters for use in the game. The conditions to unlock these bonus characters often involve clearing a scenario as a certain character or in a specific difficulty mode. Characters and costumes unlocked in Single Play mode can be used in Network mode, and vice-versa.

Unlock alternative costumes for each of the main characters by finding character-specific Special Items. Refer to the "Items: Key & Miscellaneous" chapter for lists of character-specific Special Items to collect to unlock extra

costumes. The Special Items that are required for new costumes are marked with an asterisk (\*) in that chapter.



## COSTUMES

No	Name	To Access	Price
001	KEVIN:B (KEVIN type) Six Shooter	Open by default.	1000
002	KEVIN:C (KEVIN type) Lone Wolf '87	Gather all Kevin Costume Special Items.	10000
003	MARK:B (MARK type) Casual Wear	Open by default.	1000
004	MARK:C (MARK type) Colonel's Honor	Gather all Mark Costume Special Items.	10000
005	JIM:B (JIM type) Slam Dunk	Open by default.	1000
006	JIM:C (JIM type) Bike Messenger	Gather all Jim Costume Special Items.	10000
007	GEORGE:B (GEORGE type) Outdoor Expert	Open by default.	1000
008	GEORGE:C (GEORGE type) Operation X	Gather all George Costume Special Items.	10000
009	DAVID:B (DAVID type) Club Scene	Open by default.	1000
010	DAVID:C (DAVID type) Real Survivor	Gather all David Costume Special Items.	10000
011	ALYSSA:B (ALYSSA type) Street Scene	Open by default.	1000
012	ALYSSA:C (ALYSSA type) Midnight Caller	Open by default.	3000
013	ALYSSA:D (ALYSSA type) Karate Uniform	Gather all Alyssa Costume Special Items.	10000
014	ALYSSA:E (ALYSSA type) Victory Road	Clear Elimination 1.	30000
015	YOKO:B (YOKO type) Spring Fashion	Open by default.	1000
016	YOKO:C (YOKO type) Gym Class	Open by default.	3000
017	YOKO:E (YOKO type) Worker's Republic	Gather all Yoko Costume Special Items.	10000
018	YOKO:F (YOKO type) Summer Daze	Clear Showdown 3.	30000
019	CINDY:B (CINDY type) On Vacation	Open by default.	1000
020	CINDY:C (CINDY type) Funny Bunny	Open by default.	3000
021	CINDY:D (CINDY type) Diving Suit	Gather all Cindy Costume Special Items.	10000
022	CINDY:E (CINDY type) Coquette	Clear Elimination 2.	30000
023	AUSTIN (MARK type) Zoo Watchman	Wild Things: Got item from Patric or from Lloyd.	4000
024	PATRIC (GEORGE type) LLOYD (DAVID type) Zookeeper	Clear Wild Things.	3000
025	AL (GEORGE type) Cabin Dweller AL C (GEORGE type) Hospital Administrator	Clear Flashback.	4000
026	AXEMAN (MARK type) Masked Freak AL B (KEVIN type) Unmasked Freak	Clear Flashback on Very Hard.	8000
027	REGAN (ALYSSA type) REGAN B (YOKO type) Surviving Citizen	Flashback: Reunited family on trail.	3000
028	DOROTHY (CINDY type) Al's Wife	Flashback: Saw "A Glimpse of the Truth" scene.	5000
029	KURT (GEORGE type) KURT B (JIM type) Journalist	Flashback: Saw "Overcoming the Past" scene.	3000
030	MARVIN (MARK type) R.P.D.	Clear Desperate Times as Kevin.	4000
031	RITA (ALYSSA type) R.P.D.	Clear Desperate Times on Very Hard.	6000
032	BEN (DAVID type) Journalist	Desperate Times: Gave film to Ben.	3000

No	Name	To Access	Price
033	FRED (GEORGE type) ANDY (JIM type) JEAN (JIM type) R.P.D. TONY (MARK type) R.P.D. Dog Trainer	Clear Desperate Times.	5000
034	NATHAN (DAVID type) SAMUEL (JIM type) Inmate	Clear Desperate Times on Hard.	4000
035	LINDA (CINDY type) Umbrella Researcher	End of the Road: Saw "Up and Away w/Linda" scene or saw "Run Like the Linda" scene.	4000
036	CARTER (GEORGE type) Umbrella Researcher	Clear End of the Road.	3000
037	ARNOLD (MARK type) U.B.C.S. Member	Clear End of the Road on Very Hard.	5000
038	RODRIGEZ (DAVID type) U.S.S. Member	End of the Road: Saw "Up and Away" scene or saw "Run Like the Wind" scene.	5000
039	BOB (MARK type) Mark's Friend	Open by default.	400
040	WILL (JIM type) J's Bar Staff	Open by default.	300
041	RAYMOND (KEVIN type) ARTHUR (GEORGE type) AARON (MARK type) DORIAN (GEORGE type) R.P.D.	Open by default.	500
042	ELLIOTT (MARK type) ERIC (DAVID type) HARRY (GEORGE type) R.P.D.	Open by default.	500
043	YOKO Z (YOKO type) J's Bar Disguised	Open by default.	800
044	MONICA (ALYSSA type) Umbrella Researcher	Open by default.	500
045	FROST (GEORGE type) FROST B (GEORGE type) Umbrella Researcher	Open by default.	300
046	HURSH (GEORGE type) Raccoon Hospital Doc	Open by default.	400
047	ETHAN (GEORGE type) HOWARD (GEORGE type) ISSAC (GEORGE type) Raccoon Hospital Doc	Open by default.	600
048	KATHY (CINDY type) ELENA (ALYSSA type) Raccoon Hospital Nurse	Open by default.	500
049	DANNY (KEVIN type) DANNY:B (KEVIN type) Raccoon Fire Fighter	Open by default.	500
050	GILL (MARK type) GILL:B (MARK type) Raccoon Fire Fighter	Open by default.	500
051	LEN (GEORGE type) Raccoon Fire Fighter	Open by default.	350
052	PETER (JIM type) George's Friend	Open by default.	300
053	GREG (GEORGE type) Former Umbrella Researcher	Open by default.	1000
054	FRANK (GEORGE type) Raccoon University Teacher	Open by default.	300
055	KARL (KEVIN type) DUSTIN (KEVIN type) U.B.C.S. Member	Open by default.	800
056	LUKE (KEVIN type) U.S.S. Member	Open by default.	500
057	NICOLAS (GEORGE type) SEAN (GEORGE type) PHILIP (DAVID type) DON (MARK type) RODNEY (KEVIN type)	Open by default.	1000
058	Mr. RED (KEVIN type) Mr. BLUE (GEORGE type) Mr. GREEN (JIM type) Mr. GOLD (MARK type) Mr. BLACK (DAVID type)	Open by default.	10000
059	Ms. WHITE (ALYSSA type) Ms. PEACH (YOKO type) Ms. WATER (CINDY type)	Find all Special Items.	30000



## Traits and Characteristics of Extra Characters

The extra characters unlocked each have their own physical strengths and limitations, much like the regular playable characters. Each extra character has a "type" that makes him or her function and attack very similar to one of the eight main characters. Thus, each extra character is a "Mark type", "Cindy type", and so on. During scenario play, the extra character uses the voice and talents of one of the eight main heroes.

There cannot be two of the same type characters playing in an online game, so it is important to pay attention to type when choosing an extra character to play in Network mode.



Each extra character begins with a supply item in his or her inventory. Some extra characters begin the scenario in bad shape, starting off dangerously low on vitality points. Some extra characters tend to succumb to the T-virus more

quickly than others. Refer to the following table to determine the extra characters' advantages and disadvantages before choosing one as an avatar to play a scenario.

### CHART KEY

Term	Description
TITLE	Name of extra character.
TYPE	The playable character type of the extra character. (K = Kevin, M = Mark, J = Jim, G = George, D = David, A = Alyssa, Y = Yoko, C = Cindy)
VITAL	The maximum vitality points of the extra character. Check the supplemental table for point ranges.
COND.	The status condition of the extra character at the beginning of the scenario. Characters in "DANGER" status can only take one or two hits before dying.
VIRUS	The speed of the virus gauge, relative to the time it takes to go from 0.01% to 100.0% while not suffering damage from enemies. Check the supplemental table for point ranges.
ITEM	The extra character begins any scenario with this item already in his or her possession.
SPEED	The portable speed of the character, including running speed and speed of raising/lowering weapon. Refer to the supplemental table for point ranges.
ATK	The damage multiplier used to determine the damage inflicted to enemies from any attack by the extra character.

### VITAL TERMS

Term	Vital Point Range
Super Max	3600-4000
Max	3100-3500
L	2600-3000
N	2000-2500
S	1300-1600
Min	900-1200
Super Min	500-800

### VIRUS TERMS

Term	Infection Rate
Super Fast	1.6
Faster	1.4
Fast	1.2
N	1.0
Slow	0.9
Slower	0.7
Super Slow	0.5

### SPEED TERMS

Term	Speed Modifier
Fast	1.1
N	1.0
Slow	0.9
Slower	0.7
Super Slow	0.5

## EXTRA CHARACTER STATISTICS

TITLE	TYPE	VITAL	COND.	VIRUS	ITEM	SPEED	ATK
AUSTIN	M	N	FINE	N	Iron Pipe	N	0.88
PATRICK	G	N	FINE	N	Mixed Herb (G + R)	Fast	1
LLOYD	D	N	FINE	N	Mixed Herb (G + B)	N	0.95
AL	G	N	FINE	N	Recovery Medicine	N	0.87
AL.C	G	N	FINE	N	Mixed Herb (Gx3)	N	1
AXEMAN	M	Max	FINE	Fast	Iron Pipe	N	1.38
AL.B	K	S	FINE	Slow	Mixed Herb (Gx3)	N	1.14
REGAN	A	N	FINE	Slow	Antidote	N	1
REGAN.B	Y	N	DANGER	Super Fast	Hemostat	N	0.82
DOROTHY	C	Max	FINE	Fast	Blue Herb	N	0.83
KURT	G	N	FINE	Fast	Iron Pipe	N	1
KURT.B	J	N	DANGER	Fast	Hemostat	N	0.97
MARVIN	M	N	FINE	Fast	Hemostat	Fast	1
RITA	A	L	FINE	Slow	Handgun Round (15)	N	1.13
BEN	D	N	FINE	N	Green Herb	N	1.07
FRED	G	S	FINE	N	Mixed Herb (G + B)	N	1
ANDY	J	N	DANGER	N	Iron Pipe	N	0.83
JEAN	J	L	FINE	Slow	Blue Herb	Slow	0.92
TONY	M	L	DANGER	Fast	Iron Pipe	Slow	0.91
NATHAN	D	N	FINE	Slow	Mixed Herb (Gx3)	N	1.12
SAMUEL	J	L	FINE	N	Iron Pipe	Fast	1.18
LINDA	C	S	FINE	N	Recovery Medicine x3	N	0.96
CARTER	G	N	FINE	Slow	Anti Virus	Slow	0.92
ARNOLD	M	Max	FINE	N	Iron Pipe	Slower	1.22
RODRIGUEZ	D	L	FINE	Slower	Green Herb	Slow	1.18
BOB		Max	DANGER	Fast	Handgun Round(10)	Slow	0.98
WILL	J	S	FINE	Fast	Recovery Medicine	Fast	0.97
RAYMOND	K	N	FINE	N	Handgun Round(30)	N	1.02
ARTHUR	G	S	FINE	Slow	Green Herb	Fast	1
AARON	M	Max	FINE	N	Handgun Round (15)	Slow	1.21
DORIAN	G	N	FINE	Slow	Red Herb	N	1.05
ELLIOTT	M	L	FINE	N	Iron Pipe	Slow	1.19
ERIC	D	S	FINE	Slow	Handgun Round(20)	N	1.15
HARRY	G	S	FINE	N	Mixed Herb (G + B)	Slower	0.84
YOKO.Z	Y	L	FINE	Super Fast	Anti Virus x	Slow	0.94
MONICA	A	S	FINE	Slow	Mixed Herb (G+R+B)	N	0.98
FROST	G	L	FINE	Slow	Blue Herb	Slower	0.96
FROST.B	G	N	FINE	N	Mixed Herb (G + R)	N	1
HURSH	G	N	DANGER	Fast	Hemostat	N	0.9
ETHAN	G	S	FINE	Slow	First Aid Spray	Slow	0.88
HOWARD	G	N	FINE	Fast	Antidote	N	1
ISSAC	G	L	FINE	Slower	Hemostat	Fast	1.13
KATHY	C	S	FINE	Slow	Mixed Herb (G+R+B)	N	0.97
ELENA	A	L	FINE	Super Fast	Recovery Medicine	N	0.84
DANNY	K	L	FINE	Slower	Iron Pipe	Slow	1.12
DANNY.B	K	Max	FINE	N	First Aid Spray	Slower	1.16
GILL	M	S	FINE	Faster	Mixed Herb (G + B)	N	0.96
GILL.B	M	N	FINE	Fast	Mixed Herb (G + R)	Fast	0.97
LEN	G	L	FINE	Slower	Recovery Medicine x3	Slow	1.11
PETER	J	N	FINE	Slower	Anti Virus	Slow	1.18
GREG	G	Super Max	FINE	Slow	Anti Virus x3	N	0.85
FRANK	G	L	DANGER	Fast	Anti Virus x3	Fast	0.91
KARL	K	Max	FINE	Slow	First Aid Spray	N	1.18
DUSTIN	K	L	FINE	N	Handgun Round (15)	Slow	1.21
LUKE	K	L	FINE	Fast	First Aid Spray	N	1.1

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TITLE	TYPE	VITAL	COND.	VIRUS	ITEM	SPEED	ATK
NICOLAS	G	N	FINE	Slow	Mixed Herb (G + R)	Fast	0.96
SEAN	G	Max	FINE	Fast	Pipe	Slower	1.12
PHILIP	D	L	FINE	N	Recovery Medicine	N	0.97
DON	M	N	FINE	Slow	Handgun Round(10)	N	0.87
RODNEY	K	S	FINE	N	Red Herb	N	0.94
Mr.RED	K	Super Min	DANGER	Super Fast	None	Super Slow	1.5
Mr.BLUE	G	Super Min	FINE	Super Slow	None	Fast	0.8
Mr.GREEN	J	Super Max	FINE	Super Fast	None	Fast	1
Mr.GOLD	M	Super Max	FINE	Super Slow	None	Fast	1.5
Mr.BLACK	D	Super Max	DANGER	Super Slow	None	Super Slow	1.32
Ms.WHITE	A	Super Min	FINE	Super Fast	None	Fast	1.35
Ms.PEACH	Y	Super Max	DANGER	Super Slow	None	Slow	1
Ms.WATER	C	Super Max	FINE	Super Slow	None	Fast	0.75

## Movies



Some of the movies displayed during scenario play become available to purchase and review in the Collection screen. The criteria are usually the completion of the scenario as a certain character. Refer to the following table for all the specifics.

## MOVIES

#	Title	To Access	Price
001	RESIDENT EVIL OUTBREAK FILE #2 Opening Movie	Open by default.	500
002	Wild Things City in Ruin	Clear Wild Things.	500
003	Wild Things Cindy's Uncertainty	Clear Wild Things.	500
004	Wild Things Open Sesame (Kevin)	Clear Wild Things as Kevin.	500
005	Wild Things Open Sesame (Mark)	Clear Wild Things as Mark.	500
006	Wild Things Open Sesame (Jim)	Clear Wild Things as Jim.	500
007	Wild Things Open Sesame (George)	Clear Wild Things as George.	500
008	Wild Things Open Sesame (David)	Clear Wild Things as David.	500
009	Wild Things Open Sesame (Alyssa)	Clear Wild Things as Alyssa.	500
010	Wild Things Open Sesame (Yoko)	Clear Wild Things as Yoko.	500
011	Wild Things Open Sesame (Cindy)	Clear Wild Things as Cindy.	500
012	Wild Things Colossal Menace	Clear Wild Things.	500
013	Wild Things Power Restored	Clear Wild Things on other than Easy.	500
014	Wild Things Closing Gate	Wild Things: Clear Wild Things and close Elephant Stage gate.	500
015	Wild Things Broken Gate	Wild Things: Clear Wild Things, Titan escaped in Elephant Stage.	500
016	Wild Things Life and Death (Elephant)	Wild Things: Clear Wild Things and Titan appeared at Front Gate.	500
017	Wild Things Life and Death (Lion)	Wild Things: Clear Wild Things, Stalker appeared.	500
018	Wild Things Death Knell (Elephant)	Wild Things: Clear Wild Things, killed Titan at Front Gate.	500
019	Wild Things Death Knell (Lion)	Wild Things: Clear Wild Things, killed Stalker.	500
020	Wild Things No Hope (Kevin)	Clear Wild Things as Kevin.	500
021	Wild Things No Hope (Mark)	Clear Wild Things as Mark.	500
022	Wild Things No Hope (Jim)	Clear Wild Things as Jim.	500
023	Wild Things No Hope (George)	Clear Wild Things as George.	500
024	Wild Things No Hope (David)	Clear Wild Things as David.	500
025	Wild Things No Hope (Alyssa)	Clear Wild Things as Alyssa.	500

#	Title	To Access	Price
026	Wild Things No Hope (Yoko)	Clear Wild Things as Yoko.	500
027	Wild Things No Hope (Cindy)	Clear Wild Things as Cindy.	500
028	Underbelly Emergency Evacuation	Clear Underbelly.	500
029	Underbelly Underworld	Clear Underbelly.	500
030	Underbelly Enter Mega Bite	Clear Underbelly.	500
031	Underbelly All Aboard	Clear Underbelly.	500
032	Underbelly Crash and Burn	Clear Underbelly.	500
033	Underbelly Sprinkler System	Clear Underbelly.	500
034	Underbelly Struggle (Kevin)	Clear Underbelly as Kevin, attacked by Giga Bite.	500
035	Underbelly Struggle (Mark)	Clear Underbelly as Mark, attacked by Giga Bite.	500
036	Underbelly Struggle (Jim)	Clear Underbelly as Jim, attacked by Giga Bite.	500
037	Underbelly Struggle (George)	Clear Underbelly as George, attacked by Giga Bite.	500
038	Underbelly Struggle (David)	Clear Underbelly as David, attacked by Giga Bite.	500
039	Underbelly Struggle (Alyssa)	Clear Underbelly as Alyssa, attacked by Giga Bite.	500
040	Underbelly Struggle (Yoko)	Clear Underbelly as Yoko, attacked by Giga Bite.	500
041	Underbelly Struggle (Cindy)	Clear Underbelly as Cindy, attacked by Giga Bite.	500
042	Underbelly Railway to Tomorrow (Kevin)	Clear Underbelly as Kevin, saw "Railway to Tomorrow" scene.	500
043	Underbelly Railway to Tomorrow (Mark)	Clear Underbelly as Mark, saw "Railway to Tomorrow" scene.	500
044	Underbelly Railway to Tomorrow (Jim)	Clear Underbelly as Jim, saw "Railway to Tomorrow" scene.	500
045	Underbelly Railway to Tomorrow (George)	Clear Underbelly as George, saw "Railway to Tomorrow" scene.	500
046	Underbelly Railway to Tomorrow (David)	Clear Underbelly as David, saw "Railway to Tomorrow" scene.	500
047	Underbelly Railway to Tomorrow (Alyssa)	Clear Underbelly as Alyssa, saw "Railway to Tomorrow" scene.	500
048	Underbelly Railway to Tomorrow (Yoko)	Clear Underbelly as Yoko, saw "Railway to Tomorrow" scene.	500
049	Underbelly Railway to Tomorrow (Cindy)	Clear Underbelly as Cindy, saw "Railway to Tomorrow" scene.	500
050	Underbelly Cold Comfort (Kevin)	Clear Underbelly as Kevin, saw "Cold Comfort" scene.	500
051	Underbelly Cold Comfort (Mark)	Clear Underbelly as Mark, saw "Cold Comfort" scene.	500
052	Underbelly Cold Comfort (Jim)	Clear Underbelly as Jim, saw "Cold Comfort" scene.	500
053	Underbelly Cold Comfort (George)	Clear Underbelly as George, saw "Cold Comfort" scene.	500
054	Underbelly Cold Comfort (David)	Clear Underbelly as David, saw "Cold Comfort" scene.	500
055	Underbelly Cold Comfort (Alyssa)	Clear Underbelly as Alyssa, saw "Cold Comfort" scene.	500
056	Underbelly Cold Comfort (Yoko)	Clear Underbelly as Yoko, saw "Cold Comfort" scene.	500
057	Underbelly Cold Comfort (Cindy)	Clear Underbelly as Cindy, saw "Cold Comfort" scene.	500
058	Flashback Cabin in the Mist	Clear Flashback.	500
059	Flashback Enter AI	Clear Flashback.	500
060	Flashback Bridge Out	Clear Flashback.	500
061	Flashback Withering Vine 1	Clear Flashback, saw "Core of the Plant" scene.	500
062	Flashback Withering Vine 2	Clear Flashback, saw "Core of the Plant" scene.	500
063	Flashback Withering Vine 3	Clear Flashback, saw "Core of the Plant" scene.	500
064	Flashback Core of the Plant	Clear Flashback, saw "Core of the Plant" scene.	500
065	Flashback An Exit?	Clear Flashback, saw "An Exit?" scene.	500
066	Flashback No Green Thumb	Clear Flashback, saw "No Green Thumb" scene.	500
067	Flashback Repulsion	Clear Flashback, saw "Repulsion" scene.	500
068	Flashback Leaving the Mystery Behind (Kevin)	Clear Flashback as Kevin, saw "Leaving the Mystery Behind" scene.	500
069	Flashback Leaving the Mystery Behind (Mark)	Clear Flashback as Mark, saw "Leaving the Mystery Behind" scene.	500
070	Flashback Leaving the Mystery Behind (Jim)	Clear Flashback as Jim, saw "Leaving the Mystery Behind" scene.	500



#	Title	To Access	Price
071	Flashback Leaving the Mystery Behind (George)	Clear Flashback as George, saw "Leaving the Mystery Behind" scene.	500
072	Flashback Leaving the Mystery Behind (David)	Clear Flashback as David, saw "Leaving the Mystery Behind" scene.	500
073	Flashback Leaving the Mystery Behind (Alyssa)	Clear Flashback as Alyssa, saw "Leaving the Mystery Behind" scene.	500
074	Flashback Leaving the Mystery Behind (Yoko)	Clear Flashback as Yoko, saw "Leaving the Mystery Behind" scene.	500
075	Flashback Leaving the Mystery Behind (Cindy)	Clear Flashback as Cindy, saw "Leaving the Mystery Behind" scene.	500
076	Flashback A Glimpse of the Truth (Kevin)	Clear Flashback as Kevin, saw "A Glimpse of the Truth" scene.	500
077	Flashback A Glimpse of the Truth (Mark)	Clear Flashback as Mark, saw "A Glimpse of the Truth" scene.	500
078	Flashback A Glimpse of the Truth (Jim)	Clear Flashback as Jim, saw "A Glimpse of the Truth" scene.	500
079	Flashback A Glimpse of the Truth (George)	Clear Flashback as George, saw "A Glimpse of the Truth" scene.	500
080	Flashback A Glimpse of the Truth (David)	Clear Flashback as David, saw "A Glimpse of the Truth" scene.	500
081	Flashback A Glimpse of the Truth (Alyssa)	Clear Flashback as Alyssa, saw "A Glimpse of the Truth" scene.	500
082	Flashback A Glimpse of the Truth (Yoko)	Clear Flashback as Yoko, saw "A Glimpse of the Truth" scene.	500
083	Flashback A Glimpse of the Truth (Cindy)	Clear Flashback as Cindy, saw "A Glimpse of the Truth" scene.	500
084	Desperate Times Battle Plan	Clear Desperate Times.	500
085	Desperate Times Rita and Marvin	Clear Desperate Times.	500
086	Desperate Times Attention!	Clear Desperate Times.	500
087	Desperate Times Zombie Invasion (Kevin)	Clear Desperate Times as Kevin.	500
088	Desperate Times Zombie Invasion (Mark)	Clear Desperate Times as Mark.	500
089	Desperate Times Zombie Invasion (Jim)	Clear Desperate Times as Jim.	500
090	Desperate Times Zombie Invasion (George)	Clear Desperate Times as George.	500
091	Desperate Times Zombie Invasion (David)	Clear Desperate Times as David.	500
092	Desperate Times Zombie Invasion (Alyssa)	Clear Desperate Times as Alyssa.	500
093	Desperate Times Zombie Invasion (Yoko)	Clear Desperate Times as Yoko.	500
094	Desperate Times Zombie Invasion (Cindy)	Clear Desperate Times as Cindy.	500
095	Desperate Times Bittersweet Escape (Kevin)	Clear Desperate Times as Kevin.	500
096	Desperate Times Bittersweet Escape (Mark)	Clear Desperate Times as Mark.	500
097	Desperate Times Bittersweet Escape (Jim)	Clear Desperate Times as Jim.	500
098	Desperate Times Bittersweet Escape (George)	Clear Desperate Times as George.	500
099	Desperate Times Bittersweet Escape (David)	Clear Desperate Times as David.	500
100	Desperate Times Bittersweet Escape (Alyssa)	Clear Desperate Times as Alyssa.	500
101	Desperate Times Bittersweet Escape (Yoko)	Clear Desperate Times as Yoko.	500
102	Desperate Times Bittersweet Escape (Cindy)	Clear Desperate Times as Cindy.	500
103	End of the Road Linda and Rodriguez — Tension	Clear End of the Road.	500
104	End of the Road Lockout	Clear End of the Road.	500
105	End of the Road Tyrant Activation	Clear End of the Road.	500
106	End of the Road Rebellion	Clear End of the Road.	500
107	End of the Road Finding Linda	Clear End of the Road.	500
108	End of the Road Linda's Soliloquy (Kevin)	Clear End of the Road as Kevin, activated water flow.	500
109	End of the Road Linda's Soliloquy (Mark)	Clear End of the Road as Mark, activated water flow.	500
110	End of the Road Linda's Soliloquy (Jim)	Clear End of the Road as Jim, activated water flow.	500
111	End of the Road Linda's Soliloquy (George)	Clear End of the Road as George, activated water flow.	500
112	End of the Road Linda's Soliloquy (David)	Clear End of the Road as David, activated water flow.	500

#	Title	To Access	Price
113	End of the Road Linda's Soliloquy (Alyssa)	Clear End of the Road as Alyssa, activated water flow.	500
114	End of the Road Linda's Soliloquy (Yoko)	Clear End of the Road as Yoko, activated water flow.	500
115	End of the Road Linda's Soliloquy (Cindy)	Clear End of the Road as Cindy, activated water flow.	500
116	End of the Road Brutality of the Tyrant	Clear End of the Road, saw "Brutality of Tyrant" scene.	500
117	End of the Road The Moose Tightens	Clear End of the Road.	500
118	End of the Road Activate Code XX	Clear End of the Road.	500
119	End of the Road Nightmare Unleashed	Clear End of the Road, defeated Nyx.	500
120	End of the Road Harmonious Fusion	Clear End of the Road, defeated Nyx.	500
121	End of the Road Meltdown	Clear End of the Road, defeated Nyx.	500
122	End of the Road Up and Away with Linda (Kevin)	Clear End of the Road as Kevin, saw "Up and Away w/Linda" scene.	500
123	End of the Road Up and Away with Linda (Mark)	Clear End of the Road as Mark, saw "Up and Away w/Linda" scene.	500
124	End of the Road Up and Away with Linda (Jim)	Clear End of the Road as Jim, saw "Up and Away w/Linda" scene.	500
125	End of the Road Up and Away with Linda (George)	Clear End of the Road as George, saw "Up and Away w/Linda" scene.	500
126	End of the Road Up and Away with Linda (David)	Clear End of the Road as David, saw "Up and Away w/Linda" scene.	500
127	End of the Road Up and Away with Linda (Alyssa)	Clear End of the Road as Alyssa, saw "Up and Away w/Linda" scene.	500
128	End of the Road Up and Away with Linda (Yoko)	Clear End of the Road as Yoko, saw "Up and Away w/Linda" scene.	500
129	End of the Road Up and Away with Linda (Cindy)	Clear End of the Road as Cindy, saw "Up and Away w/Linda" scene.	500
130	End of the Road Run Like the Linda (Kevin)	Clear End of the Road as Kevin, saw "Run Like the Linda" scene.	500
131	End of the Road Run Like the Linda (Mark)	Clear End of the Road as Mark, saw "Run Like the Linda" scene.	500
132	End of the Road Run Like the Linda (Jim)	Clear End of the Road as Jim, saw "Run Like the Linda" scene.	500
133	End of the Road Run Like the Linda (George)	Clear End of the Road as George, saw "Run Like the Linda" scene.	500
134	End of the Road Run Like the Linda (David)	Clear End of the Road as David, saw "Run Like the Linda" scene.	500
135	End of the Road Run Like the Linda (Alyssa)	Clear End of the Road as Alyssa, saw "Run Like the Linda" scene.	500
136	End of the Road Run Like the Linda (Yoko)	Clear End of the Road as Yoko, saw "Run Like the Linda" scene.	500
137	End of the Road Run Like the Linda (Cindy)	Clear End of the Road as Cindy, saw "Run Like the Linda" scene.	500
138	End of the Road Credits and Bad Epilogue	Clear End of the Road, saw either "Up and Away" scene or "Run Like the Wind" scene.	500
139	End of the Road Good Epilogue (Kevin)	Clear End of the Road as Kevin, Linda survived.	500
140	End of the Road Good Epilogue (Mark)	Clear End of the Road as Mark, Linda survived.	500
141	End of the Road Good Epilogue (Jim)	Clear End of the Road as Jim, Linda survived.	500
142	End of the Road Good Epilogue (George)	Clear End of the Road as George, Linda survived.	500
143	End of the Road Good Epilogue (David)	Clear End of the Road as David, Linda survived.	500
144	End of the Road Good Epilogue (Alyssa)	Clear End of the Road as Alyssa, Linda survived.	500
145	End of the Road Good Epilogue (Yoko)	Clear End of the Road as Yoko, Linda survived.	500
146	End of the Road Good Epilogue (Cindy)	Clear End of the Road as Cindy, Linda survived.	500

INTRODUCTION

GAME BASICS

CHARACTERS

MONSTERS

WEAPONS

RECOVERY  
ITEMS

KEY ITEMS

SCENARIOS

ELIMINATIONS &  
SHOWDOWNNETWORK  
PLAY MODE

SPECIAL ITEMS

COLLECTION



## Sound



Complete the various scenarios to unlock the music and sound effects from the game. Once a set of soundtracks is unlocked and purchased, use the audio player to listen to the various tracks used in the game.

## SOUNDS

#	Description	To Access	Price
001	Wild Things BGM	Clear Wild Things.	1000
002	Underbelly BGM	Clear Underbelly.	1000
003	Flashback BGM	Clear Flashback.	1000
004	Desperate Times BGM	Clear Desperate Times.	1000
005	End of the Road BGM	Clear End of the Road.	1000
006	Miscellaneous BGM	Clear the five main scenarios.	1000
007	Kevin Voice	Collect all of Kevin's Special Items.	2000
008	Mark Voice	Collect all of Mark's Special Items.	2000
009	Jim Voice	Collect all of Jim's Special Items.	2000
010	George Voice	Collect all of George's Special Items.	2000
011	David Voice	Collect all of David's Special Items.	2000
012	Alyssa Voice	Collect all of Alyssa's Special Items.	2000
013	Yoko Voice	Collect all of Yoko's Special Items.	2000
014	Cindy Voice	Collect all of Cindy's Special Items.	2000

## Extras



Complete all the scenarios to unlock additional gameplay modes and difficulty levels.

### Characters and NPC

**Characters:** Enables customization options for playing scenarios in Single Play

mode, including playing with no partner characters and loading player character and partners with alternate costumes. **Infinity Mode:**

All firearms have infinite ammunition, and melee weapons never break.

**Nightmare Mode:** All enemy attacks are double in power; recovery items restore only 75% of usual vitality points.

## EXTRAS

#	Name	To Access	Price
001	Hard difficulty	Clear the five main scenarios on Easy or Normal.	2000
002	Very Hard difficulty	Clear the five main scenarios on Hard.	3000
003	Costumes and NPC Characters	Clear the five main scenarios on Easy or Normal difficulty.	5000
004	Infinity Mode	Clear the five main scenarios on Very Hard difficulty.	50000
005	Nightmare Mode	Clear the five main scenarios on Very Hard difficulty.	10000
006	Elimination 1	Clear two of the main scenarios.	3000
007	Elimination 2	Clear four of the main scenarios.	5000
008	Elimination 3	Clear Elimination 1 or Elimination 2.	10000
009	Showdown 1	Clear three of the main scenarios, or import data from <i>Resident Evil Outbreak</i> .	3000
010	Showdown 2	Clear all five main scenarios, or End of the Road: Defeat Nyx.	5000
011	Showdown 3	Clear Showdown 1 or Showdown 2.	



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# RESIDENT EVIL® OUTBREAK

## FILE #2

OFFICIAL STRATEGY GUIDE  
BY DAN BIRLEW

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### ABOUT THE AUTHOR

Dan Birlew is the author of 40 official strategy guides published by BradyGames. His work includes coverage of recent Capcom titles such as *Devil May Cry 3*, *Resident Evil 4*, and *Onimusha 3: Demon Siege*.



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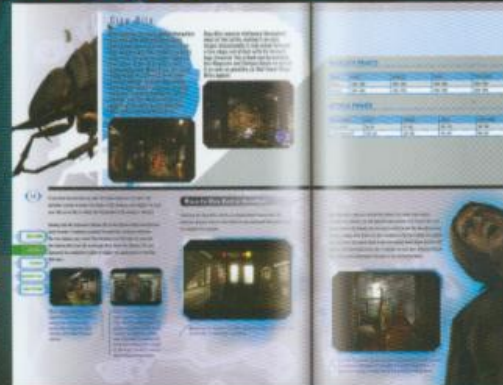


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